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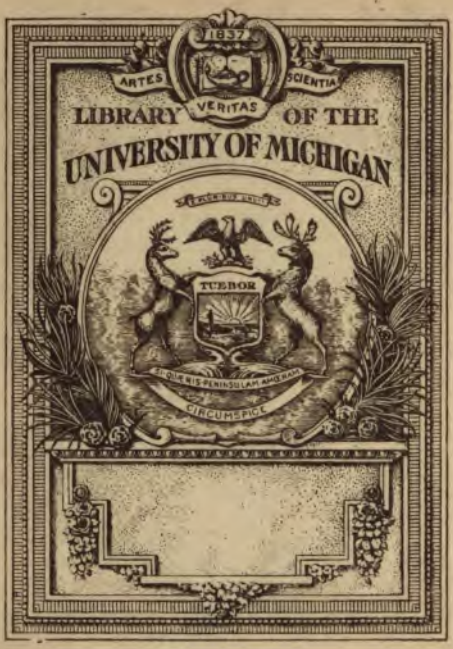
WHIST IN DIAGRAMS

G. W. P.



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A SUPPLEMENT TO

American Whist Illustrated

BEING A SERIES OF HANDS PLAYED THROUGH ILLUSTRATING THE AMERICAN LEADS, THE NEW PLAY, THE FORMS OF FINESSE AND CELEBRATED COUPS OF MASTERS, WITH EXPLANATION AND ANALYSIS

BY

G. W. P.

BOSTON AND NEW YORK
HOUGHTON, MIFFLIN AND COMPANY
The Riverside Press, Cambridge
1891

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GV 1717

To

THE MASTERS OF WHIST,

WHO WILL RECOGNIZE HEREIN

SOME OF THE PLAYS THAT HAVE MADE THEM FAMOUS,

This Book

IS DEDICATED.

313291

PREFACE.

THIS book is a Supplement to "American Whist Illustrated." Many of the hands are from actual play by the best players of the world. It seldom happens that four players of equal strength make a table. The student will note the occasional play of a master, and the expert can trace, from the beginning to the close of every hand, that one or more of the participants played the great game by brain power.

BROOKLINE, MASS., *May*, 1891.

In the hands, the arrow designates the first player in each round.

All scores are kept by American count.

A and **B** are always partners; **C** and **D** are always partners.

References are made to the pages of the text-book, "American Whist Illustrated."

WHIST IN DIAGRAMS.

HAND 1.

AMERICAN LEADS, No. 1.

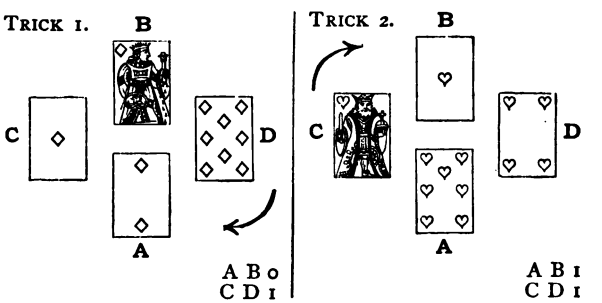
WHEN you open a suit with a low card, lead your fourth best. *A. W. I.*, page 114.

Score, A B, 6; C D, 2. 9 h. turned.

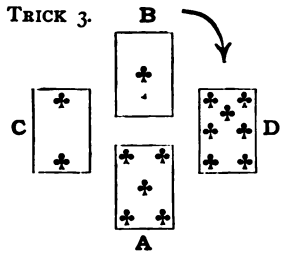
A'S HAND.

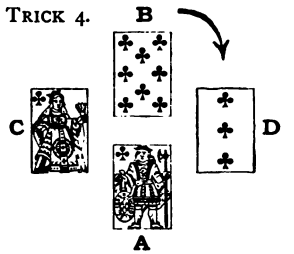
S. A., 10, 3.
H. 10, 8, 7.
C. Kn., 5.
D. 7, 5, 4, 3, 2.

THE PLAY.

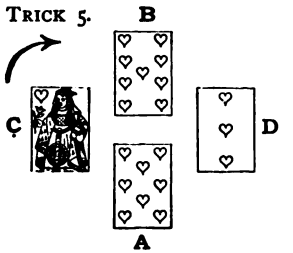


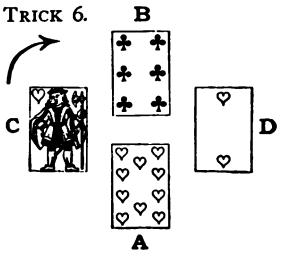
Trick 1. C reads qu., 10, 9 d. in D's hand.



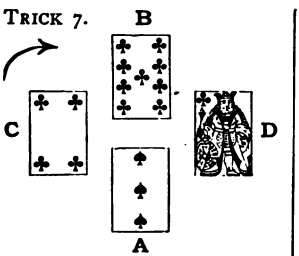


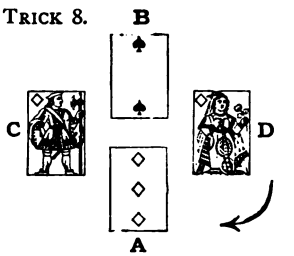
Trick 4. D purposely passes, that C may take if possible and lead another trump.

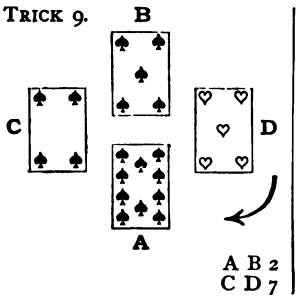


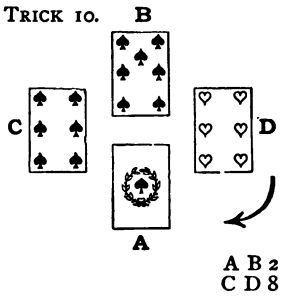


Trick 6. D declares the other trumps.

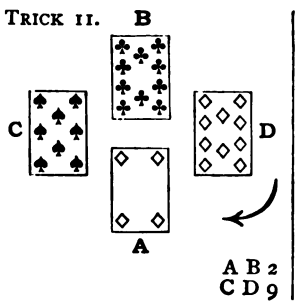


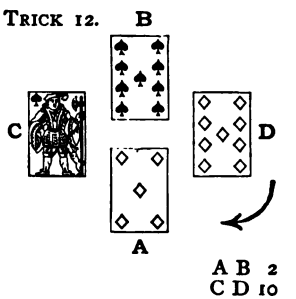




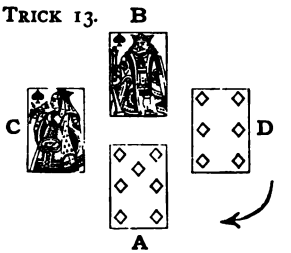


The play of the hearts to force a diamond discard. D continues his tactics, but without avail. A plays finely in the discard of the spade. He reasons that if C holds 6 d., B must have k. s. or 10 c. to save the game; while, if D is forcing in order to get the discard of the diamond, A will himself save the game.





TRICK 13.



A B 3
C D 10

C D have 4 by card, and A B save the game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	Qu., kn., 8, 6, 4.	K., 9, 7, 5, 2.	
H.	K., qu., kn.	A., 9.	6, 5, 4, 3, 2.
C.	Qu., 4, 2.	A., 10, 9, 8, 6.	K., 7, 3.
D.	A., kn.	K.	Qu., 10, 9, 8, 6.

REMARKS. — The advantage of the American lead is shown at the outset. The business of the cards is conversational, and C reads at once the information given by the original play of the 8. Had D originally led the 6, C might have opened his own spade suit, forcing a trump, or else the game was easily saved. As many tricks could have been made by another mode of play, but that argues nothing. The play made was of the best quality, and it is the manner in which the tricks are taken that makes the fine game.

HAND 2.

AMERICAN LEADS, No. 2.

ON quitting the head of your suit, lead your original fourth best. *A. W. I.*, page 115.

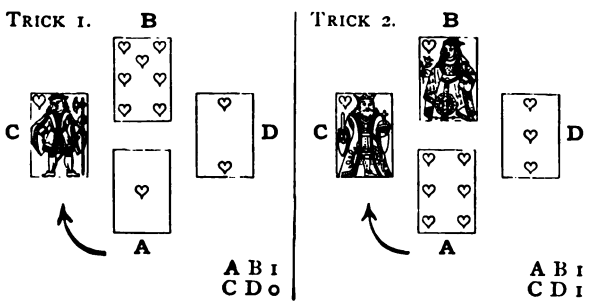
The first illustrated example of this lead was given May 17, 1884, in the *London Field*, by N. B. Trist.

Score, A B, 2; C D, 3. K. c. turned.

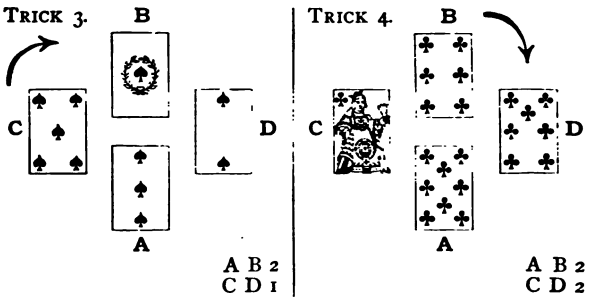
A's HAND.

S. K., 9, 8, 3.
H. A., 10, 8, 6, 4.
C. 8, 4, 2.
D. 8.

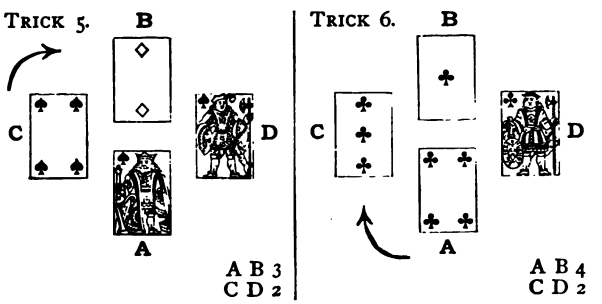
THE PLAY.

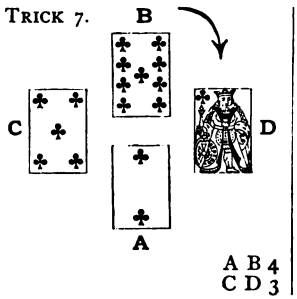


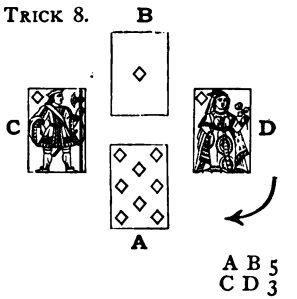
A has led the head and then the fourth best of his suit. B could have known nothing of the situation of the other cards if A had led the 4: but as A must have, by the new system, two cards higher than that of his second lead, B unblocks to get out of the way. *A. W. I.*, pages 87, 88.

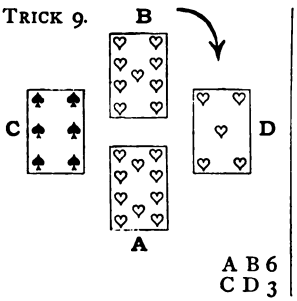


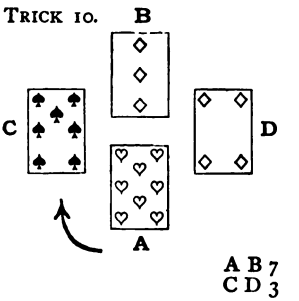
Trick 3. C should have led 6 s., as per the present play of fourth best originally.











Tricks 11 and 12. A makes 4 h. and B 10 c. A B make 3 by card.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	Qu., 10, 7, 6, 5, 4.	A.	Kn., 2.
H.	K., kn.	Qu., 9, 7.	5, 3, 2.
C.	Qu., 5, 3.	A., 10, 9, 6.	K., kn., 7.
D.	K., kn.	A., 9, 6, 3, 2.	Qu., 10, 7, 5, 4.

REMARKS. — At the time of the publication of this hand, the American invention, of the fourth best when a suit was opened with a low card, had not been illustrated. On the 14th of June, 1884, a month after this hand was in type, Cavendish issued an illustrated whist hand in which A held qu., 10, 7, 6, 4, 3, 2 c., and led the 3 by the old method of play, giving no information whatever. The chapter upon American Leads in *American Whist Illustrated*, pages 105–124, informs in full of the plan and advantage of the play. The leads from sequences that denote number and rank of the cards are classed in the New Play, hereafter illustrated, and make part of the system of which the special American Leads are the substructure.

HAND 3.

AMERICAN LEADS, No. 3.

FROM A SUIT OF FOUR.

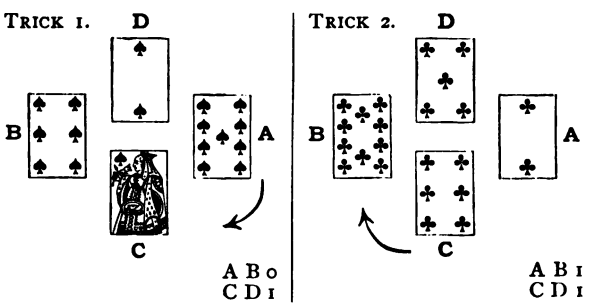
WITH two high indifferent cards, lead the higher if you opened a suit of four; the lower if you opened a suit of five. *A. W. I.*, page 119.

Score, A B, 5; C D, 5. Kn. d. turned.

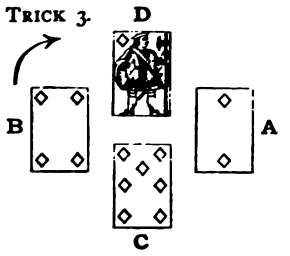
C's HAND.

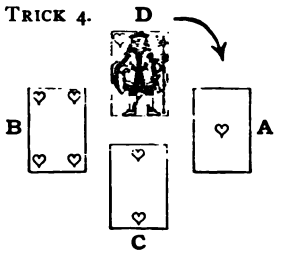
S. A., qu.
H. K., 8, 3, 2.
C. Qu., kn., 8, 6, 4.
D. 10, 7.

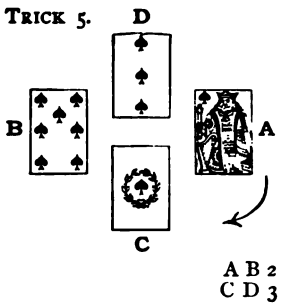
THE PLAY.

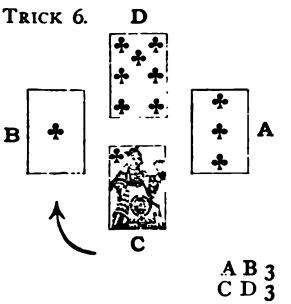


Trick 2. The qu. c. the better lead. *A. W. I.*, page 42.

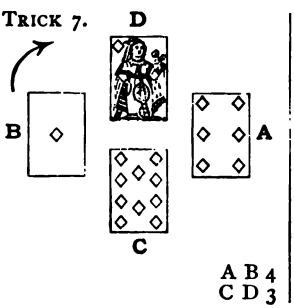


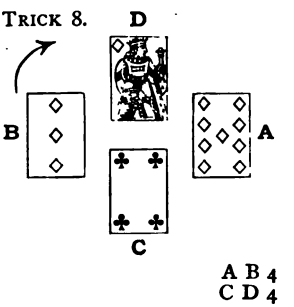




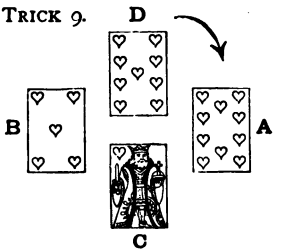


K. s. to show but four of the suit. A would have played the kn., holding five. *A. W. I.*, page 120.



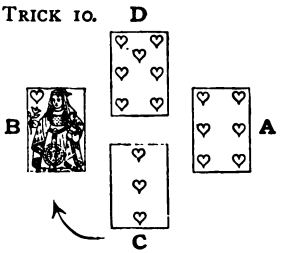


TRICK 9.



A B 4
C D 5

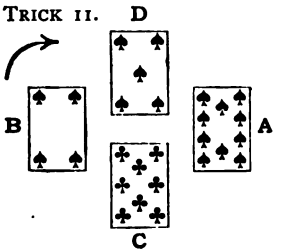
TRICK 10.



A B 5
C D 5

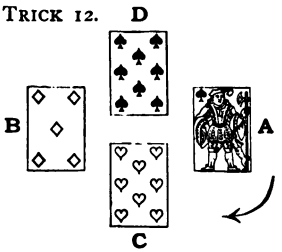
C plays well in the lead of 3 h. B may have qu. and 6, and D the 7. B may not therefore have another spade or club to lead. It was C's only chance for another trick.

TRICK 11.



A B 6
C D 5

TRICK 12.



A B 7
C D 5

Trick 13. B with 8 d. has 2 by card and game.

THE HANDS (C'S HAS BEEN GIVEN).

B'S HAND.	D'S HAND.	A'S HAND.
S. 7, 6, 4.	8, 5, 3, 2.	K., kn., 10, 9.
H. Qu., 5, 4.	Kn., 9, 7.	A., 10, 6.
C. A., 10.	9, 7, 5.	K., 3, 2.
D. A., 8, 5, 4, 3.	K., Qu., kn.	9, 6, 2.

REMARKS. — The obeyal of the law at the beginning of this play effects one of the most important changes in management of cards. Whether the original lead is a high or low card does not matter, provided opportunity is given to show of how many the suit consists. In this example the leader has but four, and on his play at the fifth trick he proclaims the kn. and another. B does not call for a return lead of trumps, but at his earliest opportunity plays trumps and retains his low spade to let the kn. make. The 9 lead was informatory in the first trick, and B was at once enabled to plan his method of assistance.

HAND 4.

AMERICAN LEADS, No. 3.

FROM A SUIT OF FIVE.

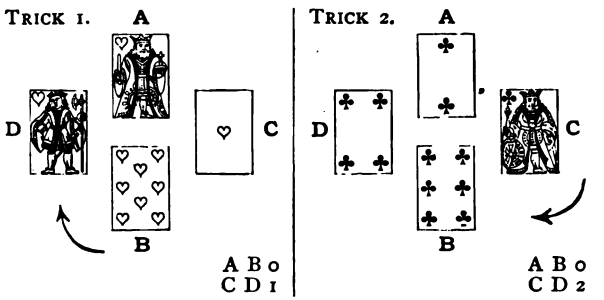
WITH two high indifferent cards, lead the higher if you opened a suit of four; the lower if you opened a suit of five. *A. W. I.*, page 119.

Score, A B, 4; C D, 6. A. d. turned.

B'S HAND.

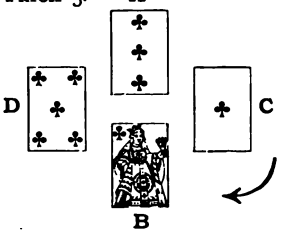
S. A., 2.
H. Qu., 10, 9, 8, 4
C. Qu., 6.
D. K., 7, 6, 2.

THE PLAY.



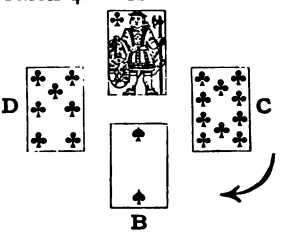
Trick 1. B now holds three indifferent cards. If he leads the suit again, he must throw the 10, showing qu. and two more.

TRICK 3.



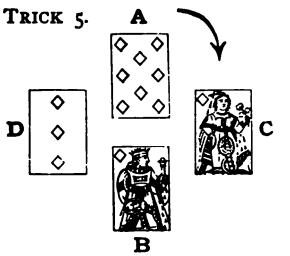
A B 0
C D 3

TRICK 4.



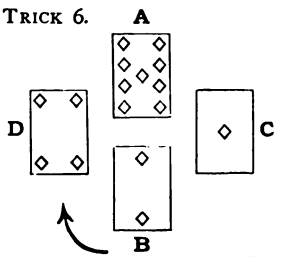
A B 1
C D 3

TRICK 5.



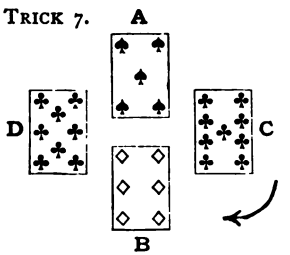
A B 2
C D 3

TRICK 6.



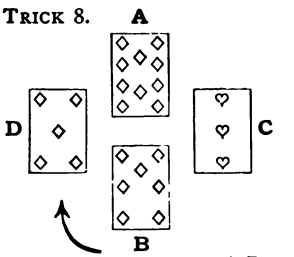
A B 2
C D 4

TRICK 7.

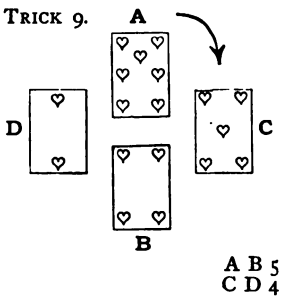


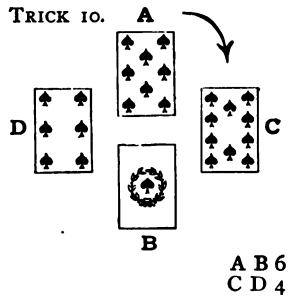
A B 3
C D 4

TRICK 8.

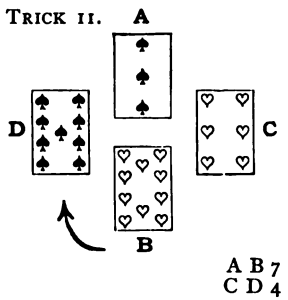


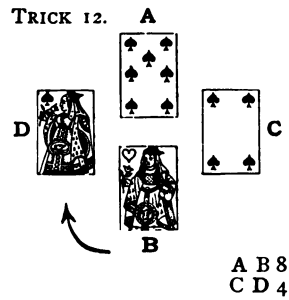
A B 4
C D 4





Trick 9. B throws the 4 h., for A must lead a spade or another heart.





It was late in the hand when B had the chance to lead the 10 of his suit, but in accordance with system he did so.

Trick 13. A has the last trump, and A B make 3 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	K., qu., 9, 6.	8, 7, 5, 3.	Kn., 10, 4.
H.	Kn, 2.	K., 7.	A., 6, 5, 3.
C.	8, 7, 5, 4.	Kn., 3, 2.	A., k., 10, 9.
D.	5, 4, 3.	Kn., 10, 9, 8.	A., qu.

REMARKS. — It does not matter whether the suit of four or five was opened originally with the highest, or with a high card perhaps not as high as that afterward played. If on the second lead there is in hand a card higher than that led, there were five of the suit originally; if there are two higher, there were six originally. The value of this information can be appreciated. Suppose that the diamonds could at once have been exhausted, B then takes a spade trick and leads the 10 h. He must hold qu., 9, and one more. A of course could regulate his discard upon four sure tricks.

HAND 5.

AMERICAN LEADS, No. 1.

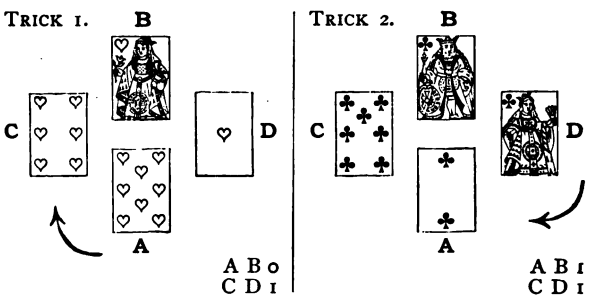
LEAD from original fourth best in plain suit and in trumps.

Score, A B, 4; C D, 5. A. d. turned.

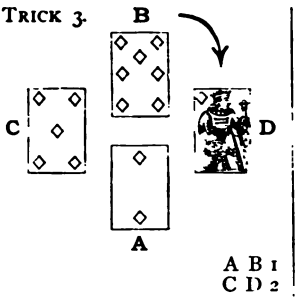
A's HAND.

S. Kn., 9.
H. K., 10, 9, 8, 4, 3, 2.
C. 2.
D. 6, 3, 2.

THE PLAY.

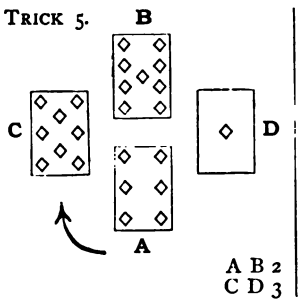


Qu. h., to show no more when kn. is played. *A. W. I.*, page 99. The advantage of the American lead is at once apparent, and B can see the probably won game if his partner's suit is long enough.



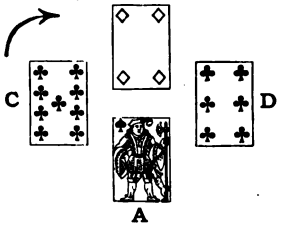
7 d., the American lead of the trump. A is now satisfied that the game will probably be made.

Trick 4. It may be that B holds ace c., but if so he can make it later. A will not risk the chance, for D has proclaimed kn. c.



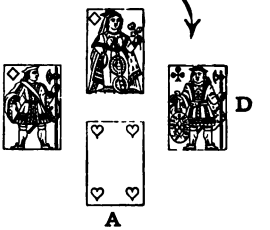
5 c., because ace or 9 must be with partner, or both will make; ace c., in order to give D control of suit.

TRICK 7.



A B 3
C D 4

TRICK 8.

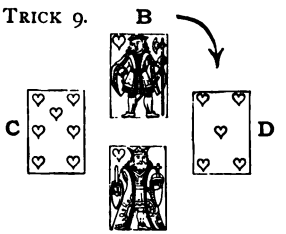


A B 4
C D 4

9 c., best to force a trump. If C had played s., B would have taken with ace.

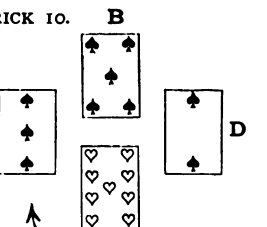
4 h., to show the other two low hearts in play.

TRICK 9.



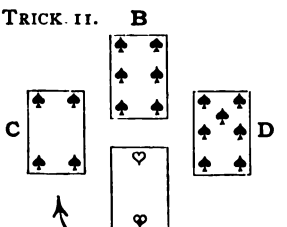
A B 5
C D 4

TRICK 10.



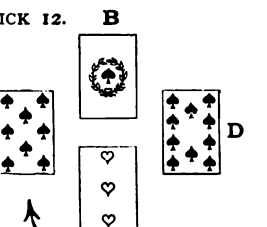
A B 6
C D 4

TRICK. 11.



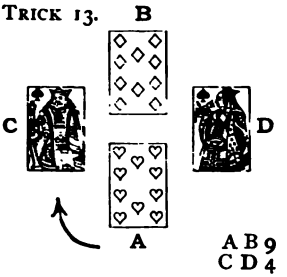
A B 7
C D 4

TRICK 12.



A B 8
C D 4

TRICK 13.



A B have 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. K., 8, 4, 3.	A., 6, 5.	Qu., 10, 7, 2.
H. 7, 6.	Qu., kn.	A., 5.
C. A., 9, 8, 7.	K., 4, 3.	Qu., kn., 10, 6, 5.
D. Kn., 8, 5.	Qu., 10, 9, 7, 4.	A., k.

REMARKS. — It is easy to see by how many plays the game could have been saved by C D but for the informatory lead. Suppose that by the old way A had played either 4, 3, or 2, B would have played kn. and D ace; D would lead back the heart through the strong up to the weak; A could make the k. h., and no more. Or suppose that A had led a short suit, a once tolerated plan, five tricks were sure for the opponents; or if his lead had not been interpreted by system, there were not nine tricks in his hand and his partner's. Reading the hand, B forced the play from first to last, and was warranted in so doing. The American leads are giving prominence to the arguments in favor of the leader above the dealer, although one of the dealer's cards becomes a trump.

HAND 6.

THE NEW PLAY, No. 1.

THE first hand played in this country, after the invention of the kn. lead at foot of royal sequence with more of suit.

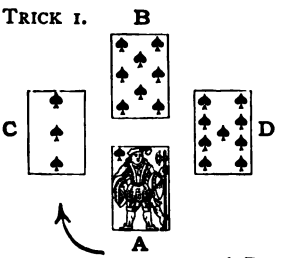
No score. 5 h. turned.

A'S HAND.

S. A., k., qu., kn., 7, 6, 2.
H. 8, 7, 6.
C. Qu., 8.
D. 9.

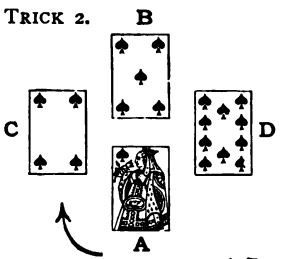
THE PLAY.

TRICK 1.



A B 1
C D 0

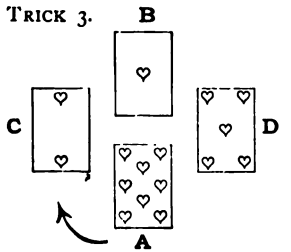
TRICK 2.



A B 2
C D 0

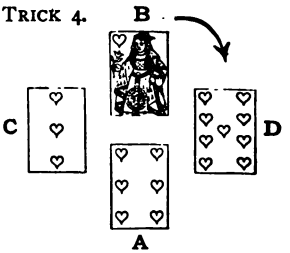
Trick 1. The kn. play, instead of the k. as formerly. *A. W. I.*, page 130. The qu. following the kn. lead proclaims five more of the suit.

TRICK 3.



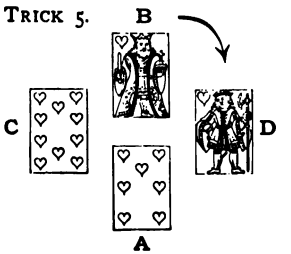
A B 3
C D 0

TRICK 4.



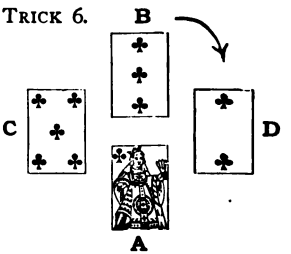
A B 4
C D 0

TRICK 5.



A B 5
C D 0

TRICK 6.



A B 6
C D 0

A now makes all the spades, and B the ace c. and last trump; 7 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C's HAND.	B's HAND.	D's HAND.
S.	4, 3.	8, 5.	10, 9.
H.	10, 3, 2.	A., k., qu., 4.	Kn., 9, 5.
C.	Kn., 7, 5.	A., 9, 4, 3.	K., 10, 6, 2.
D.	Qu., kn., 10, 8, 7.	5, 4, 2.	A., k., 6, 3.

REMARKS. — By the new order of play, A, at Trick 2, has the opportunity of showing five more spades in hand, which of course he could not have done by the former order of k., then kn. It is evident to B that, when 9 falls on first round and the trick is not taken, first, that the kn. is not the head of a sequence, and, second, that A has the other honours. When the qu. of s. is neither taken nor trumped, the rest of the suit is proclaimed with A. The fortunate holding of the qu. c., and the unfortunate passing by D of the 3 led, gave A B the game, but the principle of play informed B that he must, if possible, give A the lead.

A having thrown the kn. as the lead, the a., k., and qu. are indifferent cards, and the language of his next play is decisive. Had he played ace, he had but one more beside the honours, k. but two more, while qu. showed three. *A. W. I.*, page 31.

The first five Hands are from actual play, illustrating the three original American Leads, which are the invention of Mr. N. B. Trist, of New Orleans, La.

Hand No. 6 and many following Hands illustrate the variety of leads under the New Play, which orders different openings from those formerly practiced. They are distinct and apart from, but nevertheless they grow out of, the original invention. They demonstrate the advisability of leading from a suit in such manner that the higher cards of it, or the sequence cards of it, may be inferred. The second lead informs of the number of lower cards of the suit cards held.

The business of the New Play is with sequences, developing them by system. It is the extension of the principle of American Leads which provides for the expression of the conversational power of the cards.

All these leads are accepted and adopted by American Whist players, and as they are of American origin, are classed and designated as American leads. Nearly all of them are in practice by the players of the English game, as far as they may be available in that game, but the honour-count interferes with their usefulness in estimating the quality of play.

Whenever in opposing club-play the hands that are dealt are overplayed by duplicate whist method, the points and not the games made by each party are kept; and if in such play the laws of American Whist are observed, the value of system in order of leads is easily demonstrated, not only by the gain of tricks, but in the proper manner of making them.

HAND 7.

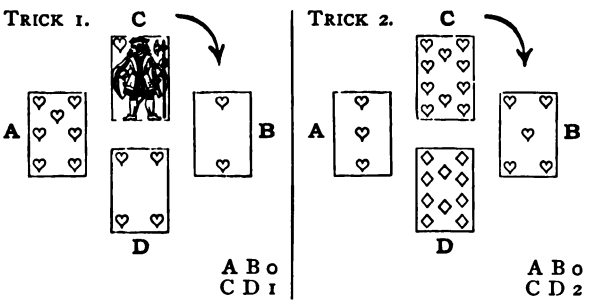
PLAY OF THE SEXIÈME SEQUENCE.

Score, A B, 5; C D, 6. Ace c. turned.

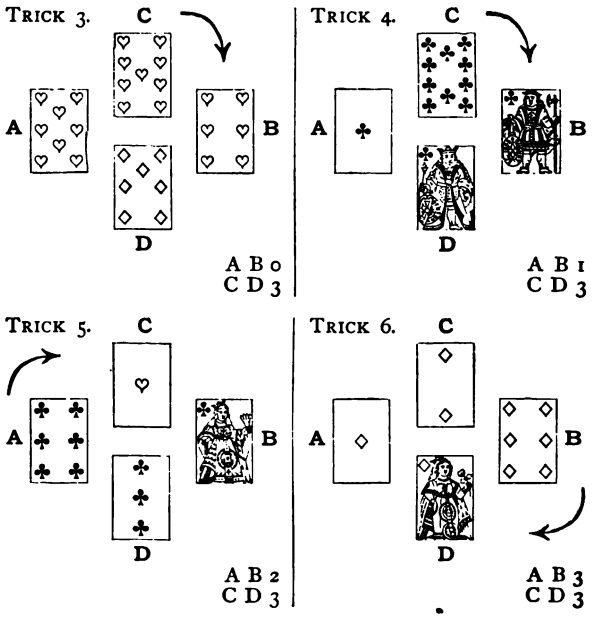
D's HAND.

S. A., k.
H. 4.
C. K., 8, 4, 3, 2.
D. K., qu., 10, 9, 7.

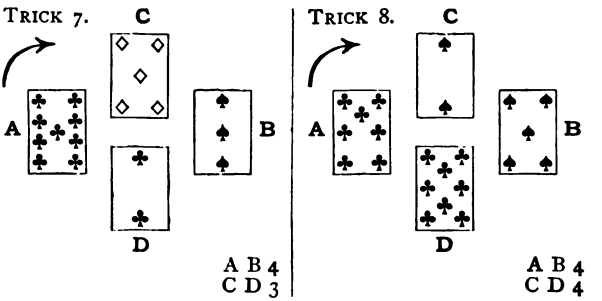
THE PLAY.



The sequence is proclaimed. D's high discard is a call, but A has also called. C has but one trump, and plays his suit again to see if D persists, and, if he does and A has no more hearts, to force a trump.

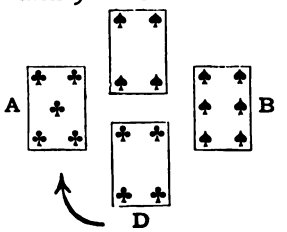


Diamonds must be A's suit, and B of course plays for it.



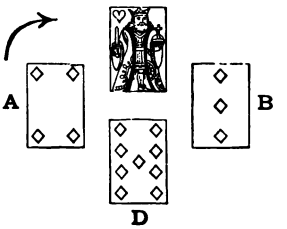
A plays the club to force the lead. It is evident that A's tenace in clubs is of no service, for D will neither lead trumps nor be over-trumped.

TRICK 9.



A B 5
C D 4

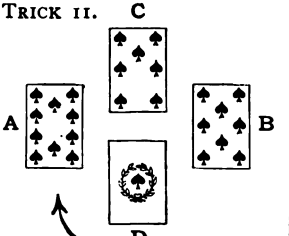
TRICK 10.



A B 5
C D 5

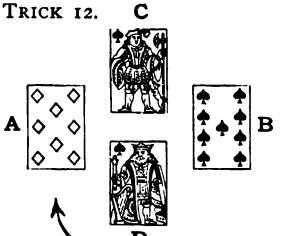
D will not have the lead, and throws it back. A is now in a quandary. If he plays the spade, it may be up to the tenace of ace, k., kn., or he may let C in to make the hearts. If he plays the diamond, C may have k., but it is more likely that D has it. C may have 9 d., and D k., in which case D must take, and lead the spades possibly to a single trick by B. If D originally held ace, k., kn., or ace, qu., kn. s., he would not, with k., qu., 10, 7 d., have discarded the spade, for the ace and kn. d. in A's hand must make. A therefore leads the diamond.

TRICK 11.



A B 5
C D 6

TRICK 12.



A B 5
C D 7

Trick 13. D makes k. d.; 2 by card, and game.

THE HANDS (D'S HAS BEEN GIVEN).

	A'S HAND.	C'S HAND.	B'S HAND.
S.	10.	Kn., 7, 4, 2.	Qu., 9, 8, 6, 5, 3.
H.	8, 7, 3.	A., k., qu., kn., 10, 9.	6, 5, 2.
C.	A., 9, 7, 6, 5.	10.	Qu., kn.
D.	A., kn., 8, 4.	5, 2.	6, 3.

REMARKS. — It is an unusual thing for a sexième sequence to make; but if not supported by trumps, it can help the partner in the matter of discard.

The lead and follow is a special play to indicate the powerful suit. When it is seen that no card can take either kn. or 10, the holding is proclaimed.

HAND 8.

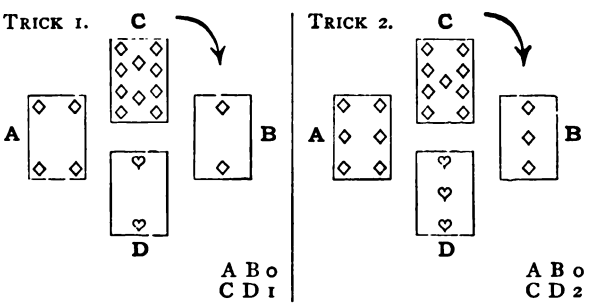
PLAY of sexième sequence in trumps.

Score, A B, 5; C D, 4. 8 d. turned.

D'S HAND.

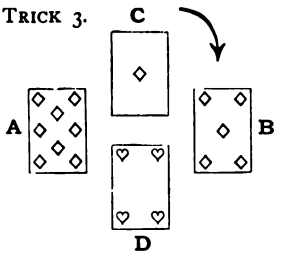
S. K., kn., 9, 4, 3.
H. A., 6, 4, 3, 2.
C. Kn., 8, 4.
D.

THE PLAY.



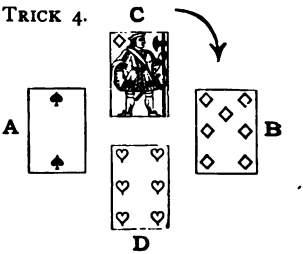
In trumps, the 10, then 9. *A. W. I.*, page 31.

TRICK 3.



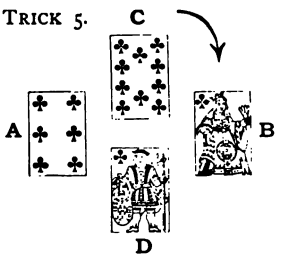
A B 0
C D 3

TRICK 4.



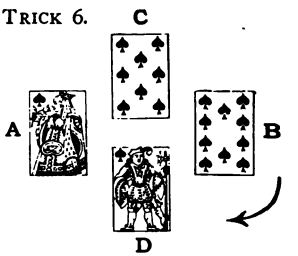
A B 0
C D 4

TRICK 5.



A B 1
C D 4

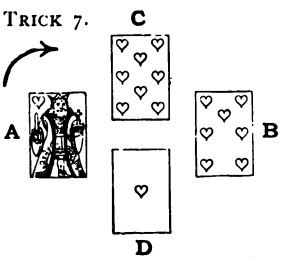
TRICK 6.



A B 2
C D 4

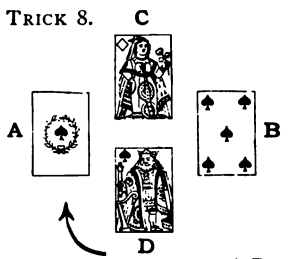
The 10 c. irregular, but justifiable. C did not want a low card to make. D throws kn., for it can take no trick, and if the lead is from a long suit of low cards will be in the way.

TRICK 7.



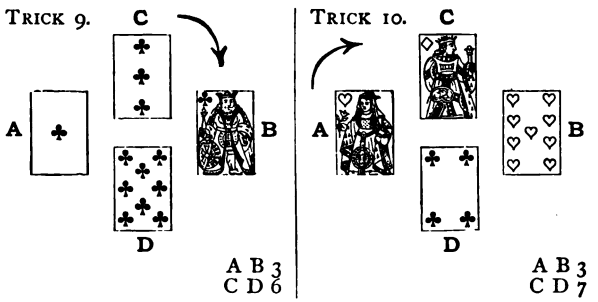
A B 2
C D 5

TRICK 8.



A B 2
C D 6

The k. s., instead of the club return, to show the 9 in hand.



B played k. c. in order to keep his partner in control of the suit. He lost a trick by so doing, but could not have saved the game.

Tricks 11, 12, and 13. C's clubs make, and C D have 4 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

	A'S HAND.	C'S HAND.	B'S HAND.
S.	A., qu., 6, 2.	8.	10, 7, 5.
H.	K., qu., kn., 5.	8.	10, 9, 7.
C.	A., 6.	10, 9, 7, 3, 2.	K., qu., 5.
D.	8, 6, 4.	A., k., qu., kn., 10, 9.	7, 5, 3, 2.

REMARKS. — The hand is given exactly as it was played. D is famed for his unblocking propensity. One of his companions says of him, "He would n't get in the way of anything, not even a locomotive."

HAND 9.

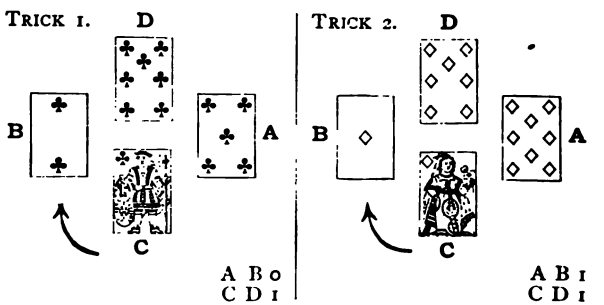
PLAY of the royal sequence and one.

Score, A B, 5 ; C D, 4. 5 s. turned.

C'S HAND.

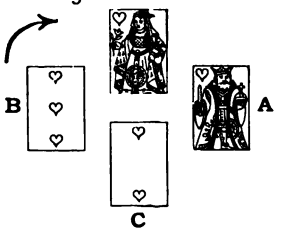
S. 7.
H. 10, 6, 4, 2.
C. A., k., qu., kn., 6.
D. Qu., kn., 3.

THE PLAY.



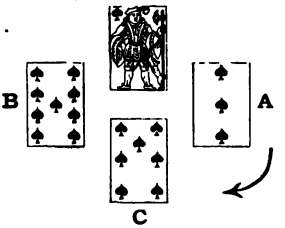
C has shown his strength; his partner has played the 7, and may be strong in trumps. C will not draw another club, for D may not then be able to return the suit. The play of D and A indicates a double call.

TRICK 3.



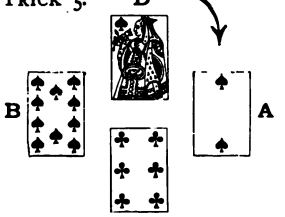
A B 2
C D 1

TRICK 4.



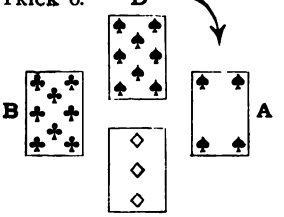
A B 2
C D 2

TRICK 5.



A B 2
C D 3

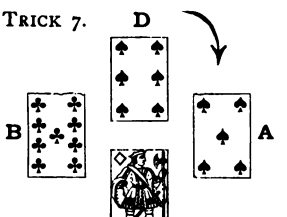
TRICK 6.



A B 2
C D 4

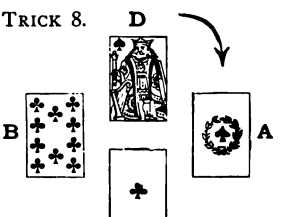
A declines to take the qu., and D continues the force.

TRICK 7.

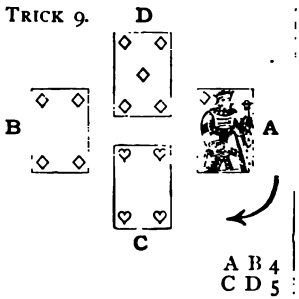


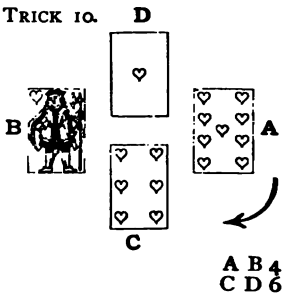
A B 2
C D 5

TRICK 8.

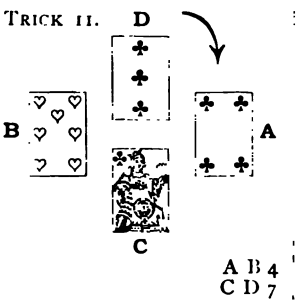


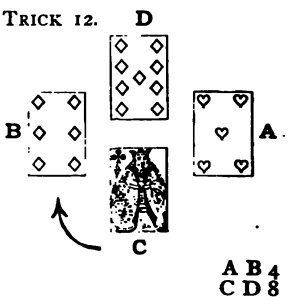
A B 3
C D 5





C will not cover, for ace and kn. h. are beyond.





Trick 13. C plays 10 h., and C D have 3 by card and game.

THE HANDS (C'S HAS BEEN GIVEN).

	B'S HAND.	D'S HAND.	A'S HAND.
S.	10, 9.	K., qu., kn., 8, 6.	A., 5, 4, 3, 2.
H.	Kn., 8, 7, 3.	A., qu.	K., 9, 5.
C.	10, 9, 8, 2.	7, 3.	5, 4.
D.	A., 6, 4.	10, 9, 7, 5.	K., 8, 2.

REMARKS. — The discards of D are as good as his play of the sequence. The persistency of D in the trump suit, particularly on the eighth round, when he saw that but one more trick could be gained by A B, was good play.

All plays of the royal sequence and others (not the 10) are made with the kn. lead. If one more card is held, the ace follows ; if two more, the k. ; if three more, the qu.

HAND 10.

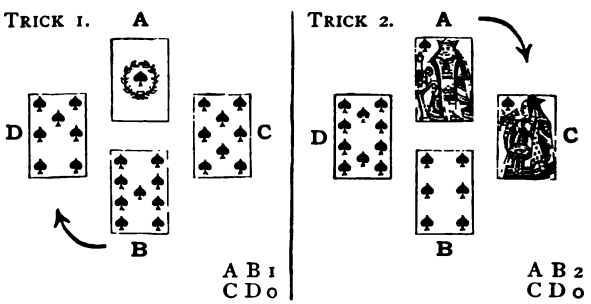
PLAY of ace, k., and three.

Score, A B, 5; C D, 5. K. d. turned.

B's HAND.

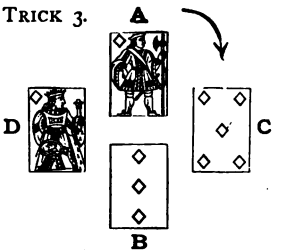
S. Kn., 9, 6, 3.
H. 10, 4.
C. A., 5.
D. Qu., 8, 6, 3, 2.

THE PLAY.



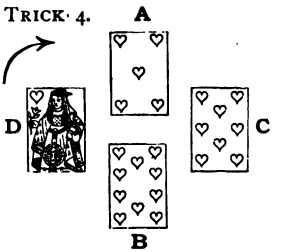
Trick 1. The ace instead of the k., marking five of the suit. B, seeing the 8 fall, plays the 9; for if the 10 is not with his partner, he may by calling block the suit. See *A. W. I.*, page 362.

TRICK 3.



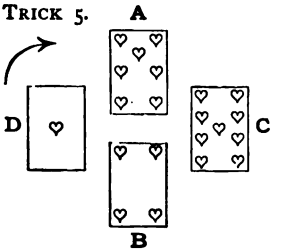
A B 2
C D 1

TRICK 4.



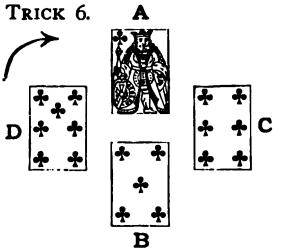
A B 2
C D 2

TRICK 5.



A B 2
C D 3

TRICK 6.

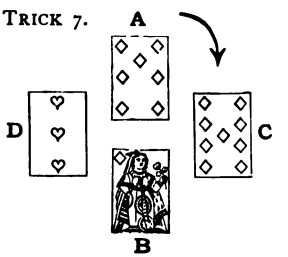


A B 3
C D 3

Trick 5. D notes that the 2 does not fall, and places it and the kn. with C.

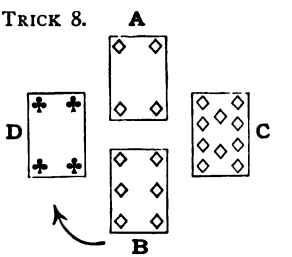
Trick 6. A plays k. second to take the trick if possible and return the trump.

TRICK 7.



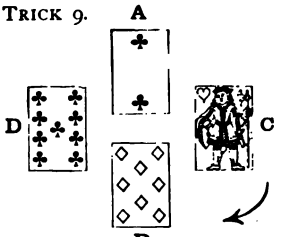
A B 4
C D 3

TRICK 8.



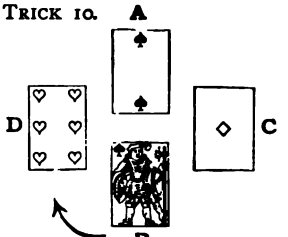
A B 4
C D 4

TRICK 9.



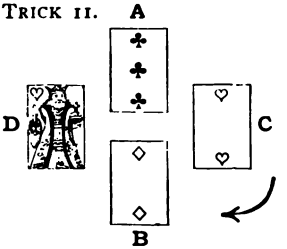
A B 5
C D 4

TRICK 10.



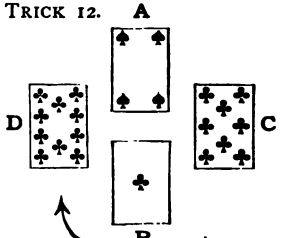
A B 5
C D 5

TRICK 11.



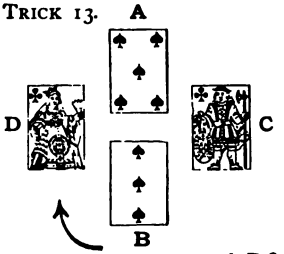
A B 6
C D 5

TRICK 12.



A B 7
C D 5

TRICK 13.



A B 8
C D 5

A B have 2 by card and game

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	10, 7.	A., k., 5, 4, 2.	Qu., 8.
H.	A., k., qu., 6, 3.	7, 5.	Kn., 9, 8, 2.
C.	Qu., 10, 9, 7, 4.	K., 3, 2.	Kn., 8, 6.
D.	K.	Kn., 7, 4.	A., 10, 9, 5.

REMARKS. — The ace play at head of suit is now adopted in many instances whenever five cards of such suit are held. Formerly the k. was played whenever both ace and k. were in hand. All the particulars concerning present play, with reasons for its supersedure of the former, are given under the headings of ace play in *American Whist Illustrated*, pages 30–38, inclusive, and the following summary.

It is quite infrequently the case that a player who originally opens a suit headed by the ace holds less than five (the exceptions are all provided in the order of play), and whenever that card is led in plain suit and not at once followed by another of the same suit, there is always a long and strong hand to be played for by partner.

HAND 11.

ACE play with 9 fourth best.

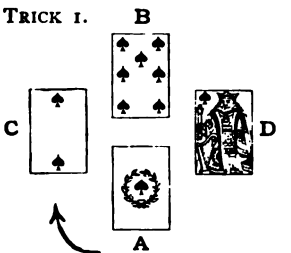
Score, A B, 4; C D, 5. 10 d. turned.

A'S HAND.

S. A., qu., 10, 9.
H. 9, 8, 6, 3.
C. 8, 5.
D. Qu., 7, 4.

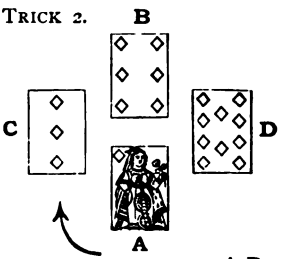
THE PLAY.

TRICK 1.



A B 1
C D 0

TRICK 2.

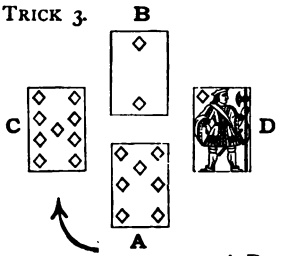


A B 2
C D 0

Trick 1. It is the rule in Short Whist when ace, qu., 10, 9, or ace, kn., 10, 9, are held to lead the 9, but analysis shows no advantage by such play, whereas if the k. is anywhere single, a trick is made by the play of the ace, and the tenace remains. The 9 can in no instance be properly led as fourth best, except when k. kn., and 10 are held.

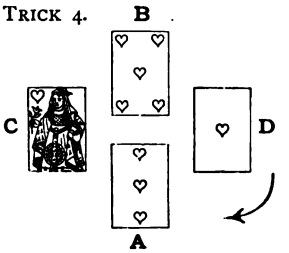
Trick 2. A has no other trick suit, and by the fall of the cards B is calling.

TRICK 3.



A B 2
C D 1

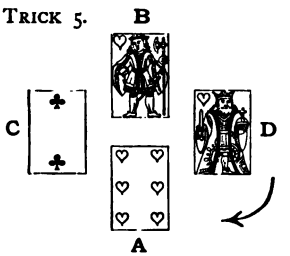
TRICK 4.



A B 2
C D 2

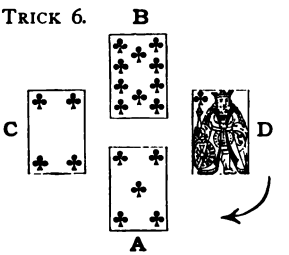
Trick 3. The 2 d. by B to throw the lead.

TRICK 5.



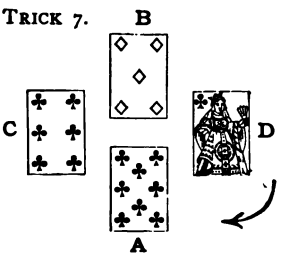
A B 2
C D 3

TRICK 6.



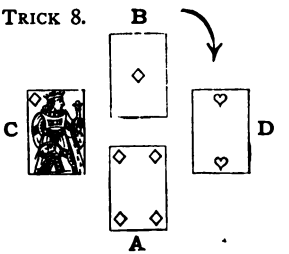
A B 2
C D 4

TRICK 7.

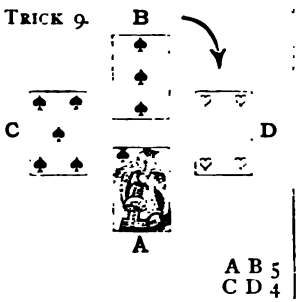


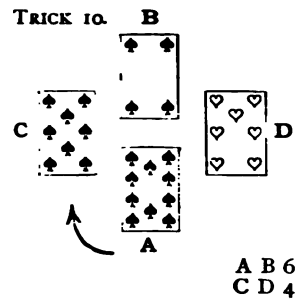
A B 3
C D 4

TRICK 8.

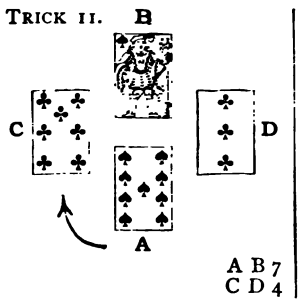


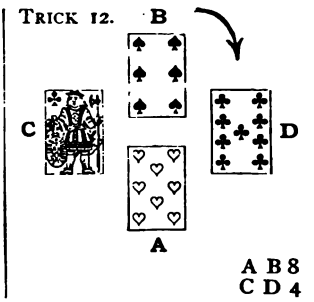
A B 4
C D 4





A must have another spade to lead.





Trick 13. B plays last trump, and A B make 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C's HAND.	B's HAND.	D's HAND.
S. 8, 5, 2.	Kn., 7, 6, 4, 3.	K.
H. Qu.	Kn., 5.	A., k., 10, 7, 4, 2.
C. A., kn., 7, 6, 4, 2.	10.	K., qu., 9, 3.
D. K., 9, 3.	A., 8, 6, 5, 2.	Kn., 10.

HAND 12.

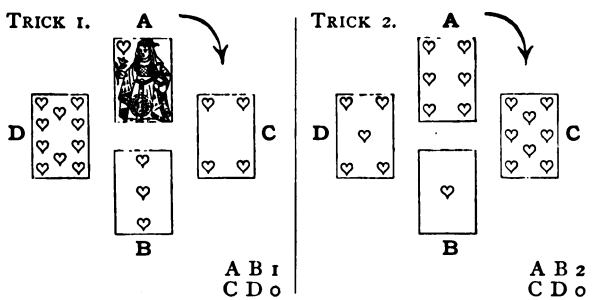
PLAY of k., qu., and three.

Score, A B, 4; C D, 8. 3 c. turned.

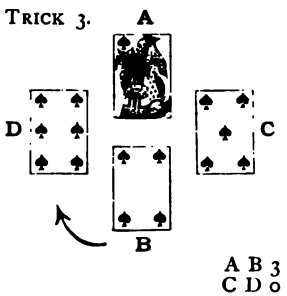
B'S HAND.

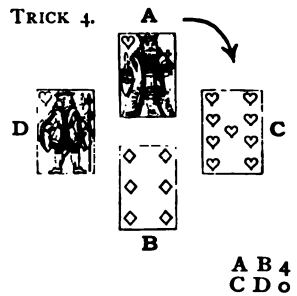
S. Kn., 9, 8, 4, 2.
H. A., 3.
C. K., kn., 6, 2.
D. 8, 6.

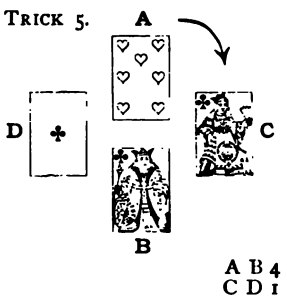
THE PLAY.

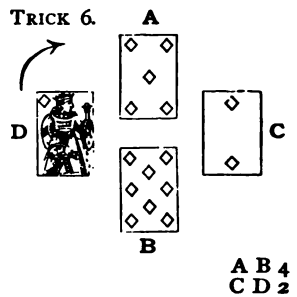


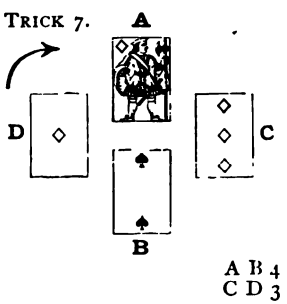
The k. was formerly played when k., qu., and others, no matter how many, were held. Now A leads qu. from five in all, k. at the head of the suit. See *American Whist Illustrated*, fifth edition, pages 30 and 130.

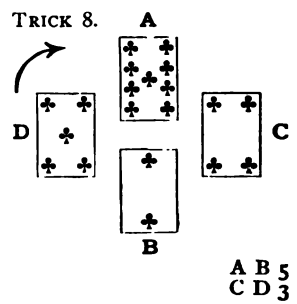








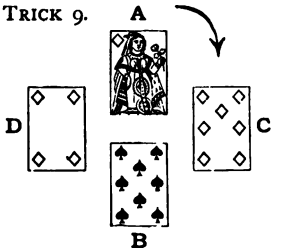




B passing the ace d. puts D in a quandary. If he

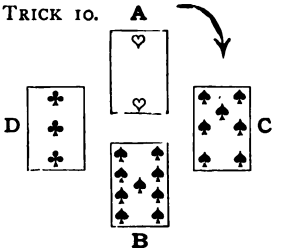
leads the small diamond, A must make the qu., and D does not desire the lead to be with A. If D leads the club, A will probably take, for C cannot have the kn.

TRICK 9.



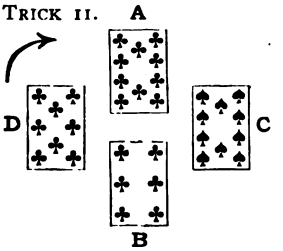
A B 6
C D 3

TRICK 10.



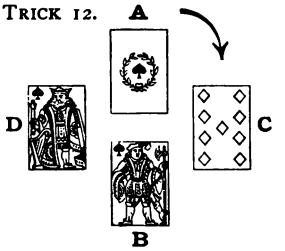
A B 6
C D 4

TRICK 11.



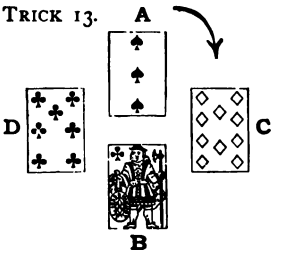
A B 7
C D 4

TRICK 12.



A B 8
C D 4

TRICK 13.



A B 9
C D 4

A B have 3 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	K., 6.	A., qu., 3.	10, 7, 5.
H.	Kn., 10, 5.	K., qu., 7, 6, 2.	9, 8, 4.
C.	A., 8, 7, 5, 3.	10, 9.	Qu., 4.
D.	A., k., 4.	Qu., kn., 5.	10, 9, 7, 3, 2.

REMARKS. — The play of the qu., signifying five in suit, is now most general. The following play determines usually the reason of the lead. Although the lead of qu. belongs to a variety of combinations, the availability of it is easily shown by analysis as applicable to them all.

HAND 13.

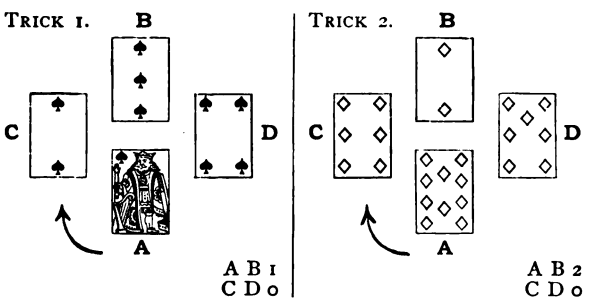
THE lead from k., qu., kn., 10.

Score, A B, 3; C D, 3. 9 d. turned.

A'S HAND.

S. K., qu., kn., 10.
H. 4, 3.
C. 7, 6.
D. A., qu., 10, 5, 3.

THE PLAY.

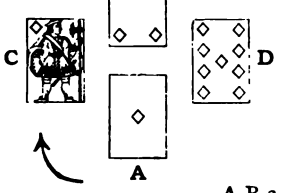


With this sequence and no more of the suit, the lead in American whist has been k., while in English whist the 10 has been designated as the lead. Now that the new play from this sequence and others of

the suit allows the play of the 10, followed by the honour that designates the number of the suit, there is a special reason for persistence in the American play.

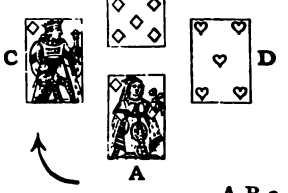
A sees that, unless the ace s. is held up by the opponent, his partner holds that card and at least two more. He plays the 10 of trumps, that card being higher than the one turned. The result does not determine the location of the k. or kn., save that neither of them can be with D. It is useless, then, to hold ten-ace in the trump suit.

TRICK 3.



A B 3
C D 0

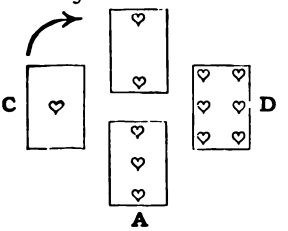
TRICK 4.



A B 3
C D 1

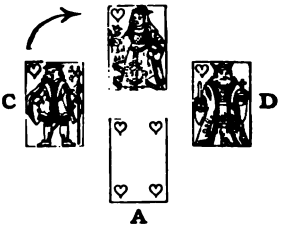
It is evident that C holds k. A is desirous to know what D's discard will be.

TRICK 5.



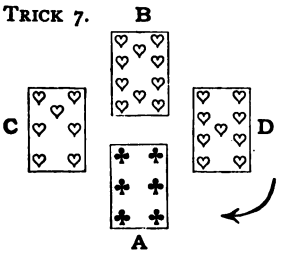
A B 3
C D 2

TRICK 6.



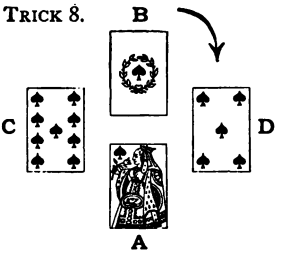
A B 3
C D 3

TRICK 7.



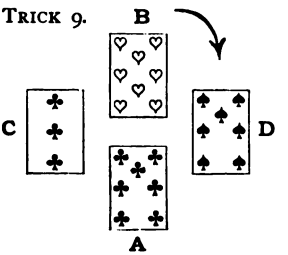
A B 4
C D 3

TRICK 8.



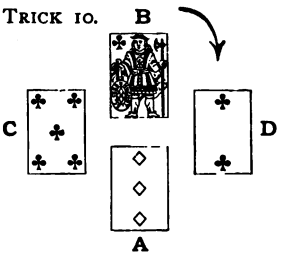
A B 5
C D 3

TRICK 9.



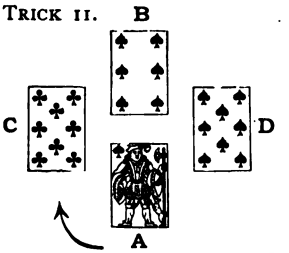
A B 6
C D 3

TRICK 10.



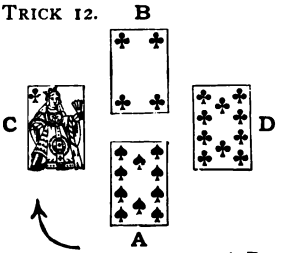
A B 7
C D 3

TRICK 11.



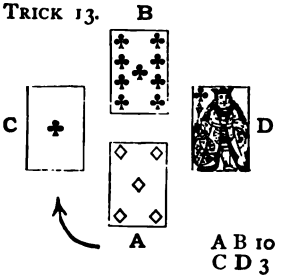
A B 8
C D 3

TRICK 12.



A B 9
C D 3

TRICK 13.



A B make 4 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	9, 2.	A., 6, 3.	8, 7, 5, 4.
H.	A., kn., 7.	Qu., 10, 8, 2.	K., 9, 6, 5.
C.	A., qu., 8, 5, 3.	Kn., 9, 4.	K., 10, 2.
D.	K., kn., 6.	8, 4, 2.	9, 7.

REMARKS. — Our original play of k., then 10, has been recently adopted by English authority. The proper leads and plays from this combination with other cards of the suit are all given in *American Whist Illustrated*, under the order for leads and in the text of the Summary.

HAND 14.

PLAY of qu., kn., 10, and three.

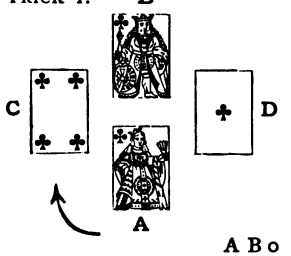
Score, A B, 6; C D, 6. 3 h. turned.

A'S HAND.

S. kn.
H. 10, 6, 5, 2.
C. Qu., kn., 10, 7, 5, 3.
D. Qu., kn.

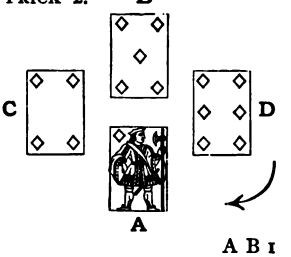
THE PLAY.

TRICK 1.



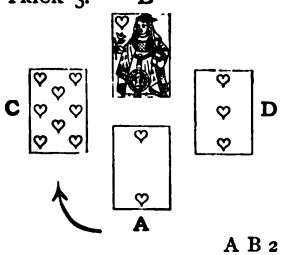
A B 0
C D 1

TRICK 2.



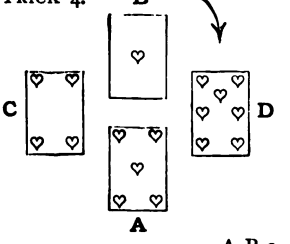
A B 1
C D 1

TRICK 3.

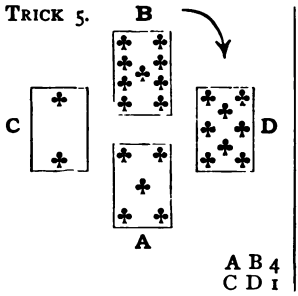


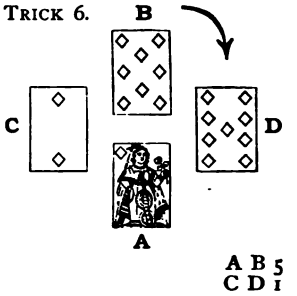
A B 2
C D 1

TRICK 4.

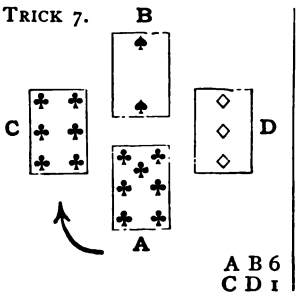


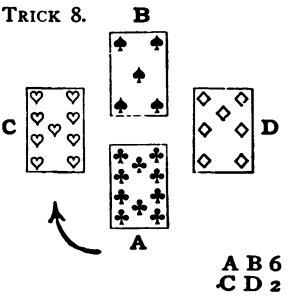
A B 3
C D 1

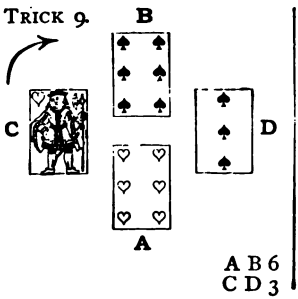


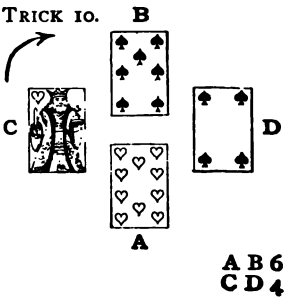


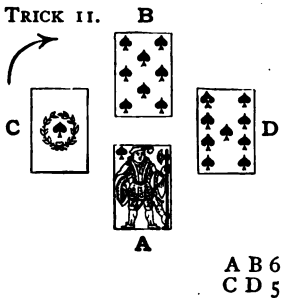
Trick 6. The 8 d. a very pretty coup, the underplay through the strong suit.

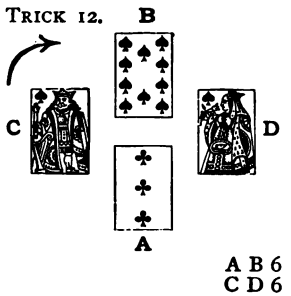


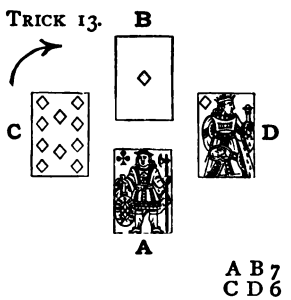












A B make the odd card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	A., k.	10, 8, 7, 6, 5, 2.	Qu., 9, 4, 3.
H.	K., kn., 9, 8, 4.	A., qu.	7, 3.
C.	6, 4, 2.	K., 9.	A., 8.
D.	10, 4, 2.	A., 8, 5.	K., 9, 7, 6, 3.

HAND 15.

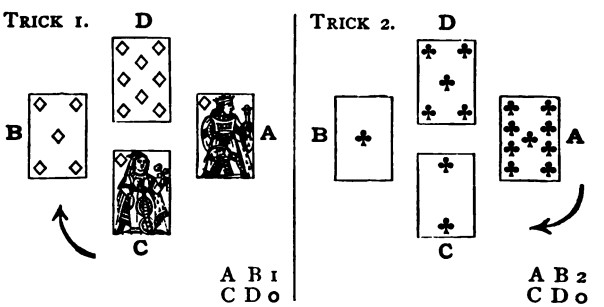
PLAY of qu., kn., and two small.

Score, A B, 0 ; C D, 0. 2 s. turned.

C's HAND.

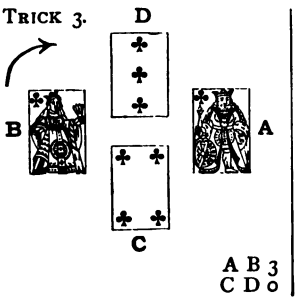
S. K., 3.
H. 8, 6, 5, 4.
C. 7, 4, 2.
D. Qu., kn., 6, 3.

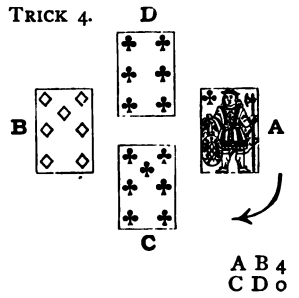
THE PLAY.

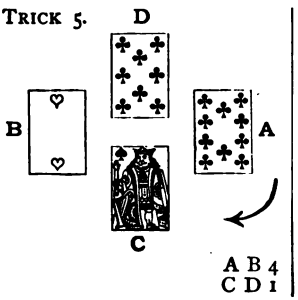


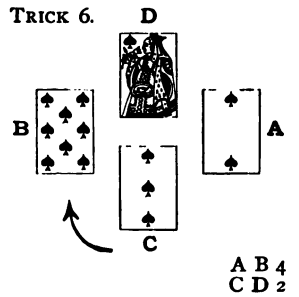
Trick 1. The qu. d. from qu., kn., and two below the 7. *A. W. I.*, page 43.

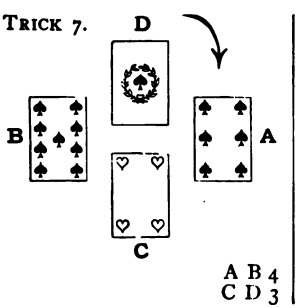
Trick 2. The ace c. the proper play, returning qu. to certain k., kn.

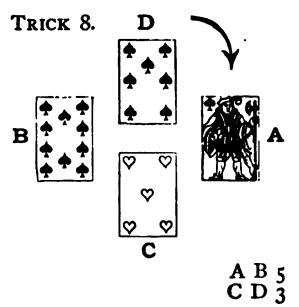

TRICK 3.
D
B
A
C
A B 3
C D 0

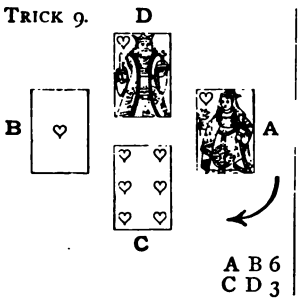

TRICK 4.
D
B
A
C
A B 4
C D 0

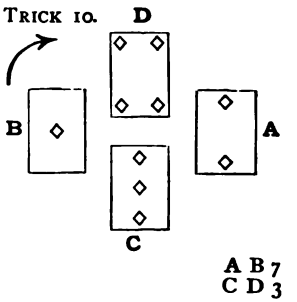

TRICK 5.
D
B
A
C
A B 4
C D 1


TRICK 6.
D
B
A
C
A B 4
C D 2

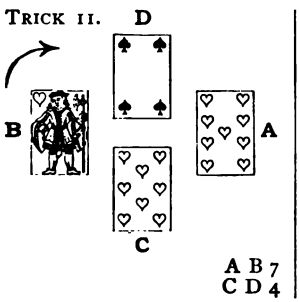

TRICK 7.
D
B
A
C
A B 4
C D 3

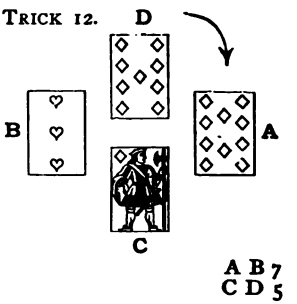

TRICK 8.
D
B
A
C
A B 5
C D 3

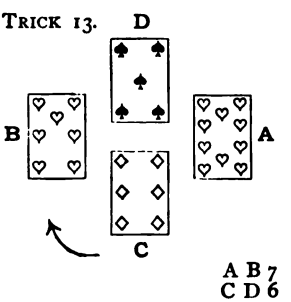




Trick 9. The ace h. a fine play, in order to lead the ace d. and save the game.







A B have the odd card and save the game.

THE HANDS (C's HAS BEEN GIVEN).

	B's HAND.	D's HAND.	A's HAND.
S.	10, 9, 8.	A., qu., 7, 5, 4.	Kn., 6, 2.
H.	A., kn., 7, 3, 2.	K.	Qu., 10, 9.
C.	A., qu.	8, 6, 5, 3.	K., kn., 10, 9
D.	A., 7, 5.	9, 8, 4.	K., 10, 2.

REMARKS. — The lead of the 3 d. would have lost the game. The hand was closely contested and well read by all the players.

The argument in behalf of leading qu. when kn. and two smaller than the 7 are held is that if the original trick is taken, as it is likely to be, by a lower card than the kn., neither the qu. nor kn. have chance of making. If, however, qu. is led, either ace or k. must be played in order to take it, and but one high card is left against the kn., which is guarded.

HAND 16.

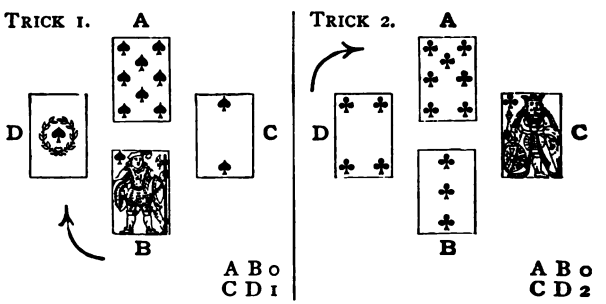
LEAD from tierce sequence to knave.

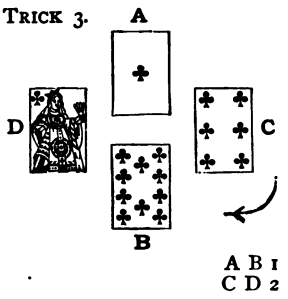
Score, A B, 5; C D, 5. 6 c. turned by C.

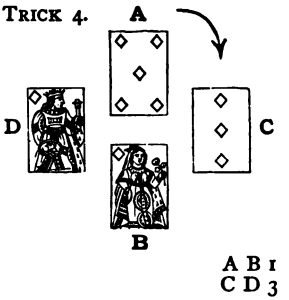
B'S HAND.

S. Kn., 10, 9, 6, 4, 3.
H. K., kn., 5.
C. 10, 3.
D. A., qu.

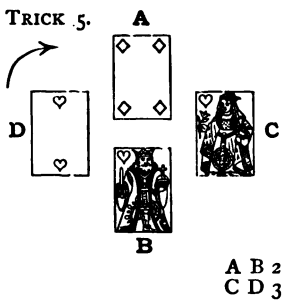
THE PLAY.

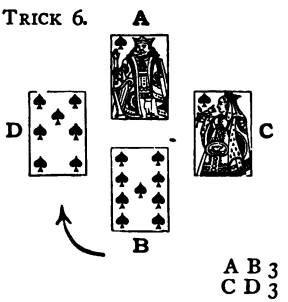


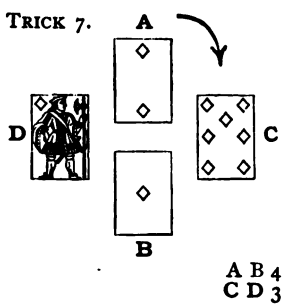


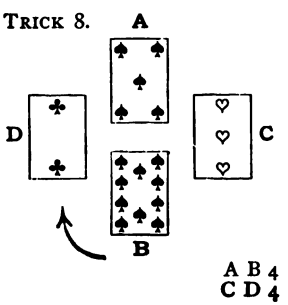


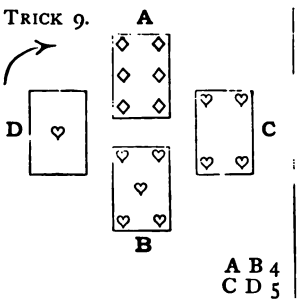
D knows that C has the other two clubs or no more.

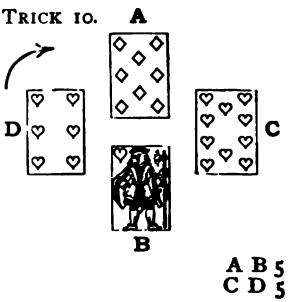




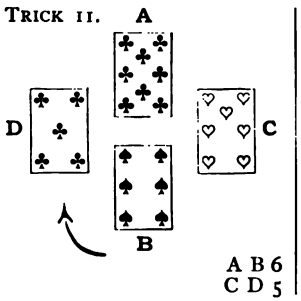


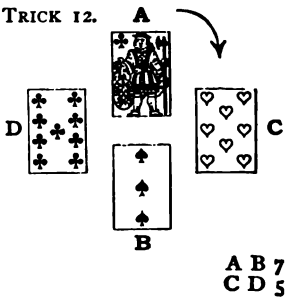


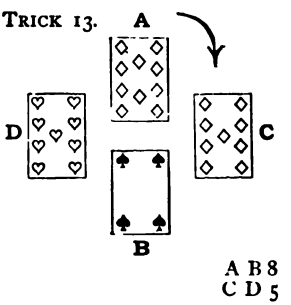




A does not trump, for C has not kn. h.







A B make 2 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	A., 7.	K., 8, 5.	Qu., 2.
H.	A., 9, 6, 2.		Qu., 10, 8, 7, 4, 3.
C.	Qu., 9, 5, 4, 2.	A., kn., 8, 7.	K., 6.
D.	K., kn.	10, 8, 6, 5, 4, 2.	9, 7, 3.

REMARKS. — This was very pretty play for the reading of the hands. At the 10th round, when D did not lead kn. h., A saw the 4 tricks which gave him the game.

The lead of the kn. at head of the sequence is better than fourth best, more informatory, and much more likely to cause the fall of high cards.

HAND 17.

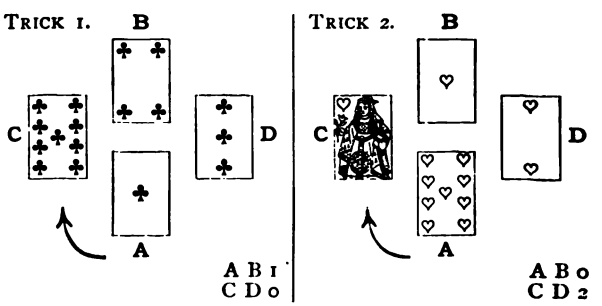
THE play of the aces.

Score, A B, 3; C D, 5. 2 d. turned.

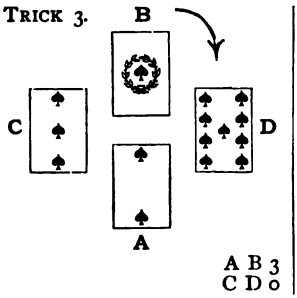
A's HAND.

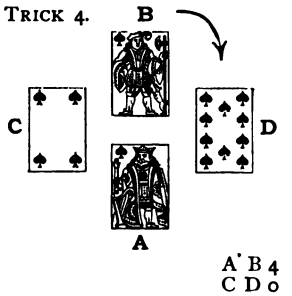
S. K., 6, 2.
H. K., kn., 9.
C. A., qu., 7, 6, 2.
D. A., k.

THE PLAY.



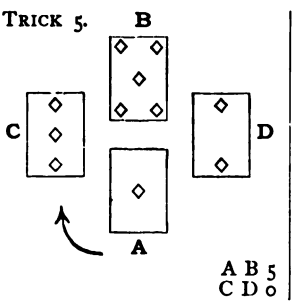
The ace from five. The 9 a probable call.

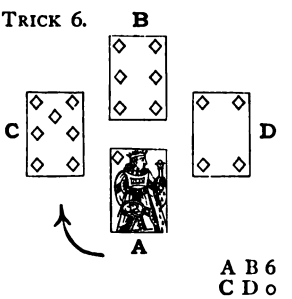




B announces his suit before the play of a trump.

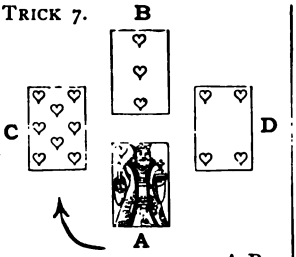
Seeing fall of the 9 s. second hand, B continues his suit. The k. s., to be out of the way.





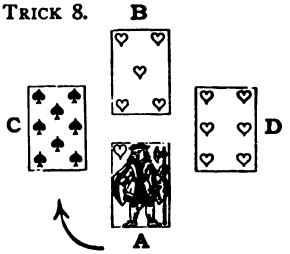
A plays two rounds of trumps to help the strong suits.

TRICK 7.



A B 7
C D o

TRICK 8.

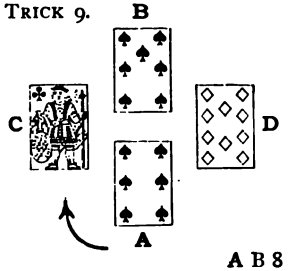


A B 8
C D o

The 8 s. second hand is the play of the hand. If C trumps the heart, he cannot save the game. He sees that D can have no more spades, but may be long in hearts. As A did not follow ace c. with k., D may have k. C, therefore, reserves trump tenace, forcing A to lead.

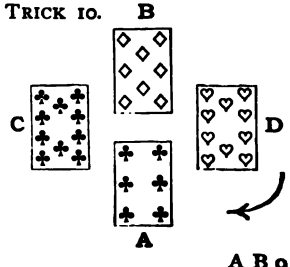
Had A led the low club, C would have taken; and if B had not trumped, C would have led the spade.

TRICK 9.

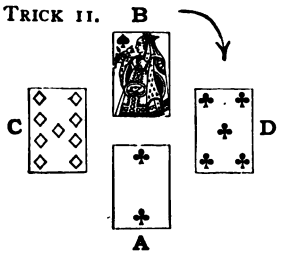


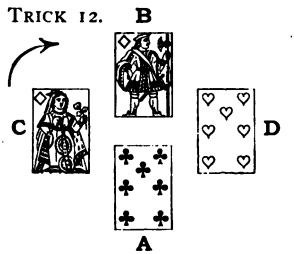
A B 8
C D 1

TRICK 10.

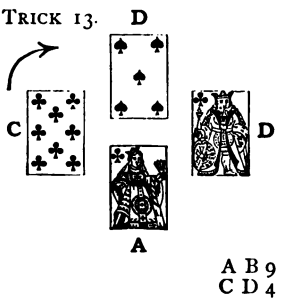


A B 9
C D 1





B is forced to lead the spade.



A B have 3 by card, and C D save the game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	8, 3, 4.	A., qu., kn., 7, 5.	10, 9.
H.	Qu., 8.	A., 5, 3.	10, 7, 6, 4, 2.
C.	Kn., 10, 9, 8.	4.	K., 5, 3.
D.	Qu., 9, 7, 3.	Kn., 8, 6, 5.	10, 4, 2.

REMARKS. — This hand shows very conclusively the quality of skill in play. Few players would have hesitated after losing seven consecutive tricks to have trumped a sure card. It makes all the difference whether C is obliged to lead, or whether he forces the lead upon the ninth trick.

HAND 18.

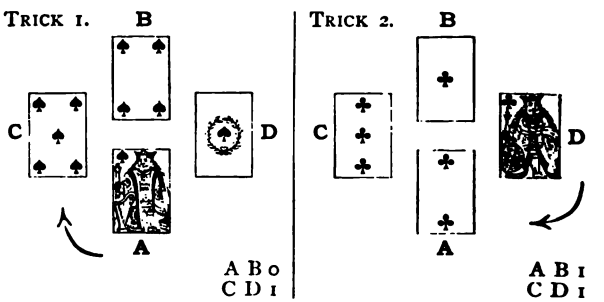
THE play of the kings.

Score, A B, 5; C D, 5. 7 d. turned.

A's HAND.

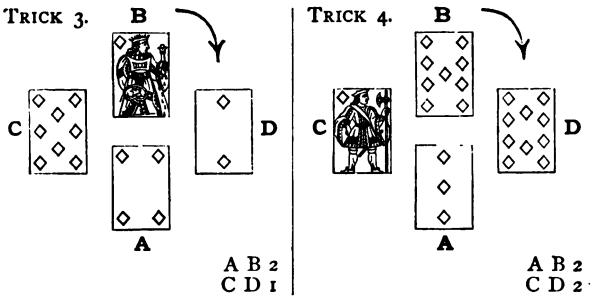
S. K., qu., 7, 3.
H. Kn., 9, 2.
C. 6, 2.
D. A., 6, 4, 3.

THE PLAY.



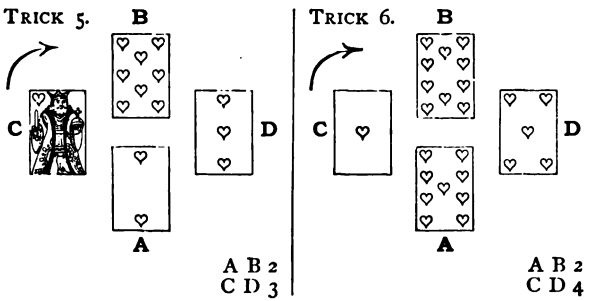
The k. s. from four and the best suit. The 4 s. in order afterward to show strength in the suit.

The k. c. from four and the best suit.



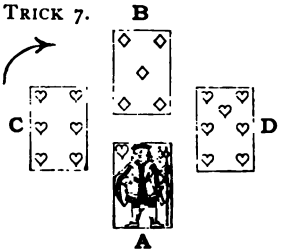
The k. d. probably the best of three in trumps, played to strengthen the partner's hand. A begins to echo.

Trick 4. A passes, for if he loses control of the diamond suit, he will probably be forced with clubs or hearts.



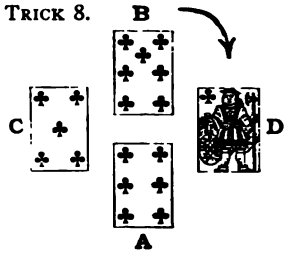
The k. h. from four and the best suit.

TRICK 7.



A B 3
C D 4

TRICK 8.

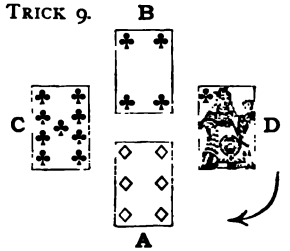


A B 3
C D 5

B trumps, for if D holds qu. he will make that trick and one in clubs.

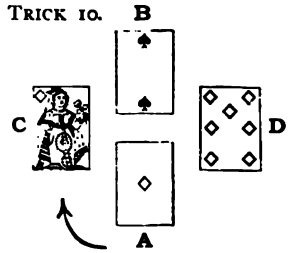
Trick 8. B must not play a spade; it would be trumped. He must give D this trick in clubs. He cannot make another club, for A must have two trumps and three spades.

TRICK 9.

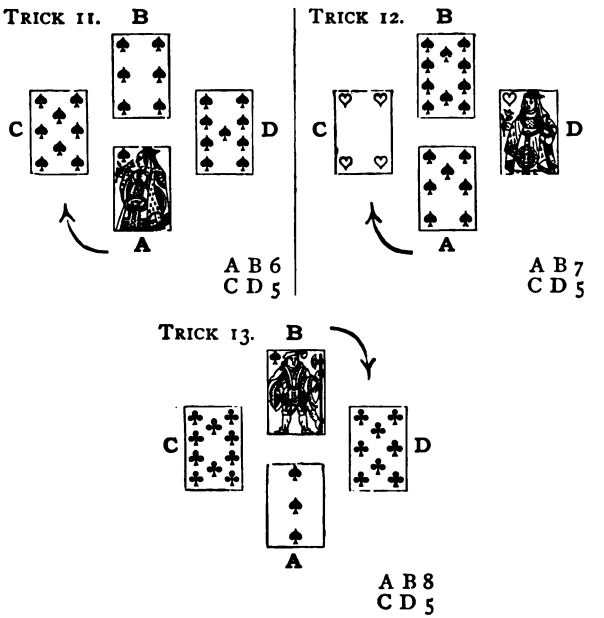


A B 4
C D 5

TRICK 10.



A B 5
C D 5



A B have 2 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. 8, 5.	Kn., 10, 6, 4, 2.	A., 9.
H. A., k., 6, 4.	10, 8.	Qu., 7, 5, 3.
C. 10, 9, 5, 3.	A., 7, 4.	K., qu., kn., 8.
D. Qu., kn., 8.	K., 9, 5.	10, 7, 2.

HAND 19.

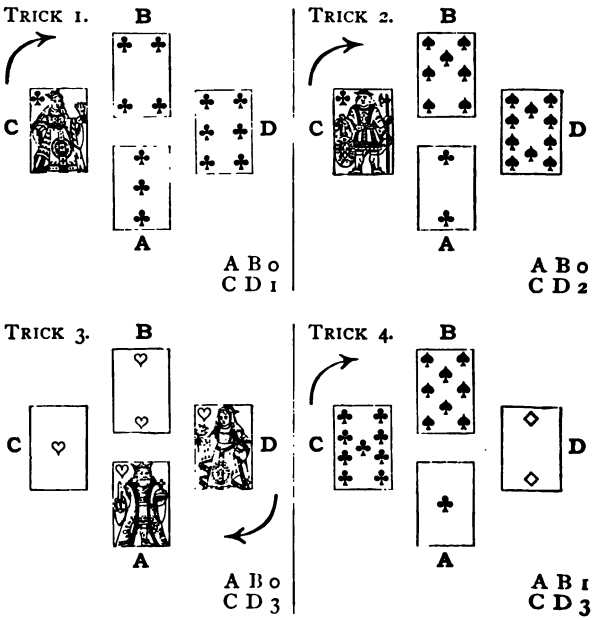
THE play of the queens.

Score, A B, 0; C D, 0. 4 s. turned.

A'S HAND.

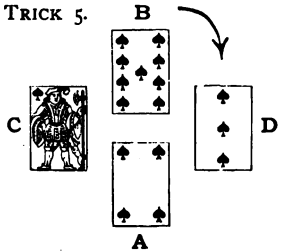
S. A., qu., 6, 4.
H. K.
C. A., k., 10, 8, 3, 2.
D. Kn., 10.

THE PLAY.



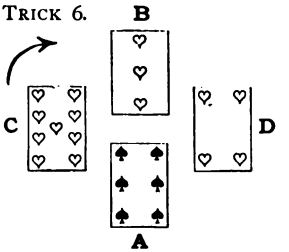
The 8 s. to force an honour.

TRICK 5.



A B 1
C D 4

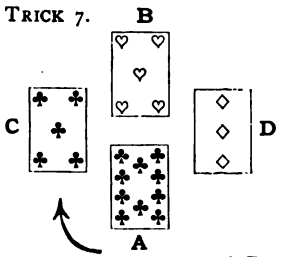
TRICK 6.



A B 2
C D 4

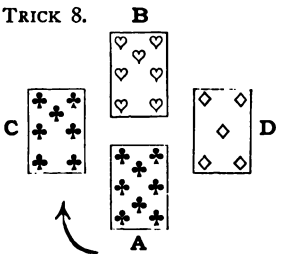
The 9 s. in response to the call.

TRICK 7.



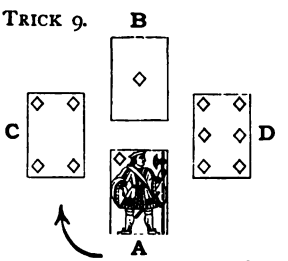
A B 3
C D 4

TRICK 8.



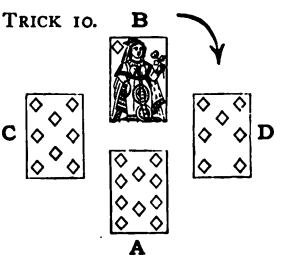
A B 4
C D 4

TRICK 9.

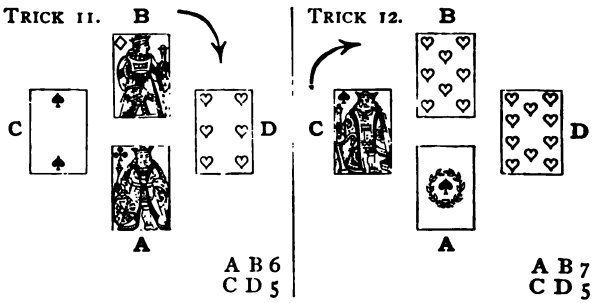


A B 5
C D 4

TRICK 10.



A B 6
C D 4



Trick 13. A takes with qu. s.
A B have 2 by card.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. K., kn., 5, 2.	9, 8, 7.	10, 3.
H. A., 9.	8, 7, 5, 3, 2.	Qu., kn., 10, 6, 4.
C. Qu., kn., 9, 7, 5.	4.	6.
D. 8, 4.	A., k., qu., 9.	7, 6, 5, 3, 2.

REMARKS. — By several modes of play, as is very frequently the case, the same result could have been reached, but it is the prettiness of the play as it proceeds that makes it interesting. It is very evident that at the outset A was playing for 3 by card. The play of A of B's proclaimed suit upon Trick 9 was much better than that of k. c. to force a trump.

HAND 20.

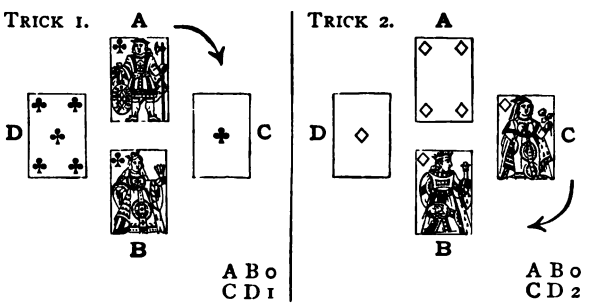
THE play of the knaves.

Score, A B, 5; C D, 6. 10 s. turned.

B's HAND.

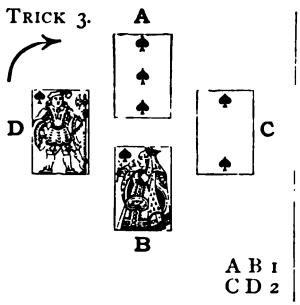
S. K., qu., 9, 8, 7, 5.
H. A., k., 2.
C. Qu., 9.
D. K., 6.

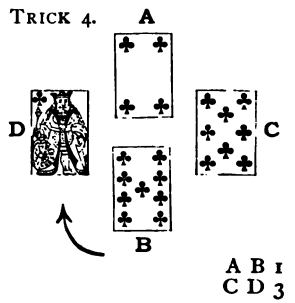
THE PLAY.



A must have 10 c. and cannot have k.

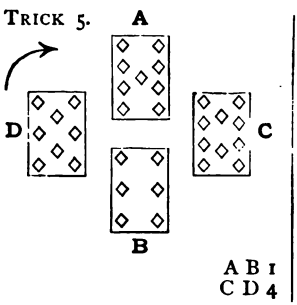
The k. d. to draw ace if with D, but to retain it in A's hand if with A.

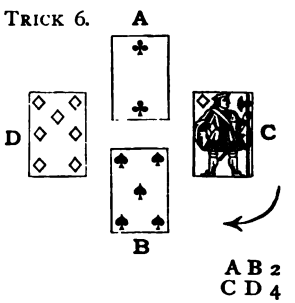




D leads kn. s., having turned 10. His purpose is to bring down the high cards, without care for designating number in hand. A declines to take kn., retaining ace as his reserve card.

Trick 4. B plays 9 to draw k. and clear club suit.

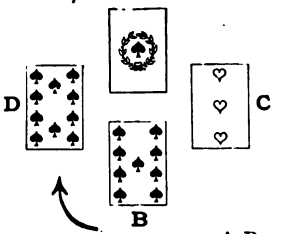




D plays 8 d., best of three to clear C's suit if necessary, and to be out of his way.

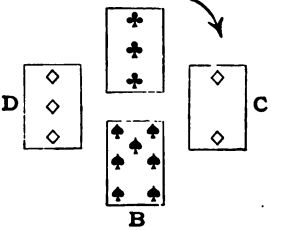
A has proclaimed his suit of seven clubs. D has left C with the diamond suit, and B, who has seen that C did not give back his partner's trump, places ace s. with A.

TRICK 7.



A B 3
C D 4

TRICK 8.

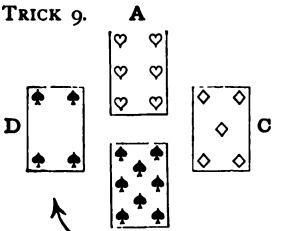


A B 4
C D 4

D plays 10 to force ace or k., or to help C, who may have preferred to force with kn. d. before playing the trump.

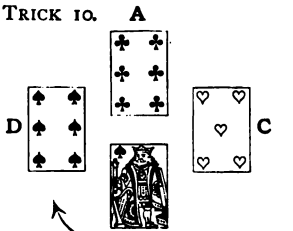
Trick 8. B trumps in order to draw the trumps.

TRICK 9.



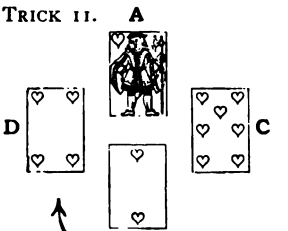
A B 5
C D 4

TRICK 10.



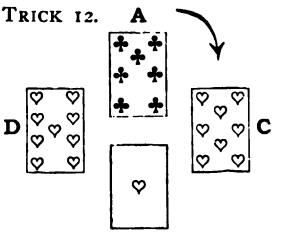
A B 6
C D 4

TRICK 11.



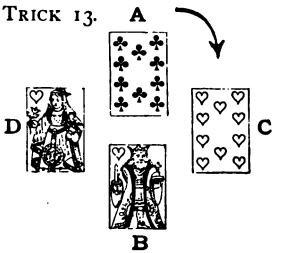
A B 7
C D 4

TRICK 12.



A B 8
C D 4

The 2 h. the only play that could make the game.



A B have 2 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	Kn., 10, 6, 4.	A., 3.	2.
H.	Qu., 9, 4.	Kn., 6.	10, 8, 7, 5, 3.
C.	K., 5.	Kn., 10, 7, 6, 4, 3, 2.	A., 8.
D.	A., 8, 7, 3.	9, 4.	Qu., kn., 10, 5, 2.

REMARKS. — It will seldom happen in a single hand that so many opportunities are given for play that will certainly lose or win or save the game. There are many ways of playing the hand, and there are many ways of bringing about a different result. The play is given as it was made, and its management throughout was very ingenious.

HAND 21.

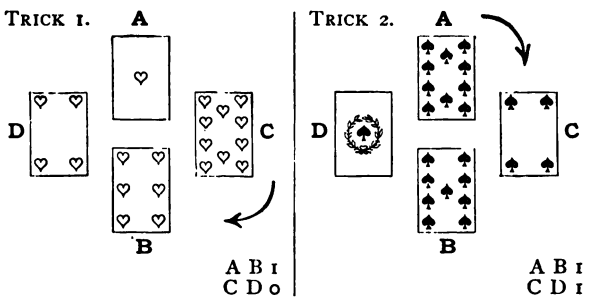
THE play of the 10s.

Score, A B, 4; C D, 5. 2 d. turned.

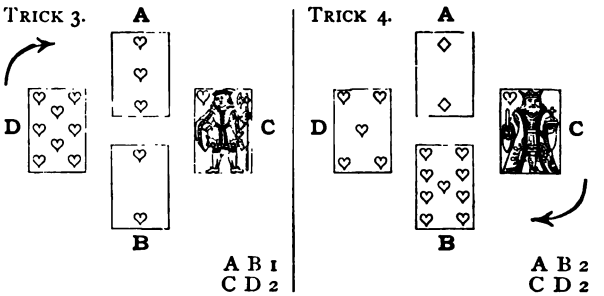
B'S HAND.

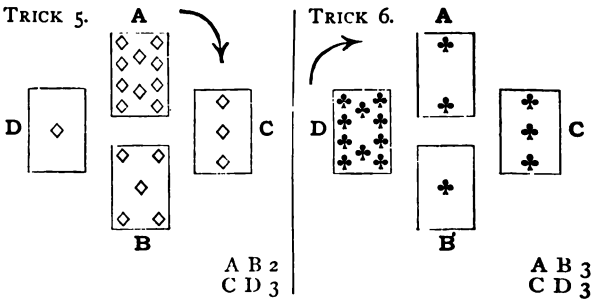
S. Qu., 9, 2.
H. 9, 6, 2.
C. A., 6.
D. Qu., kn., 9, 5, 4.

THE PLAY.



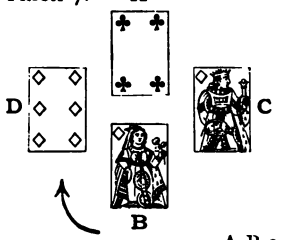
Trick 1. The 10 h. from k., kn., or the lowest of a sequence. Trick 2. The 10 s. from the k., kn., and more probably.





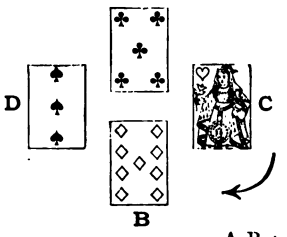
Trick 5. The 10 d. as only trump of real service because of its rank. Trick 6. The 10 c., which at this period of the hand may be the highest of three.

TRICK 7.



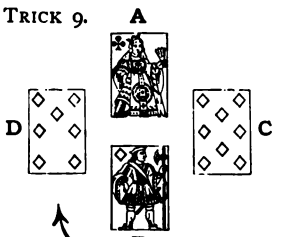
A B 3
C D 4

TRICK 8.



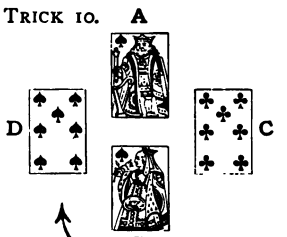
A B 4
C D 4

TRICK 9.



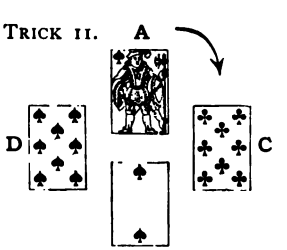
A B 5
C D 4

TRICK 10.



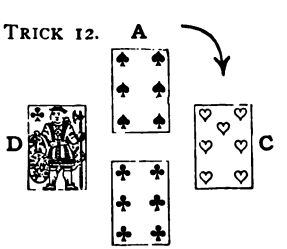
A B 6
C D 4

TRICK 11.



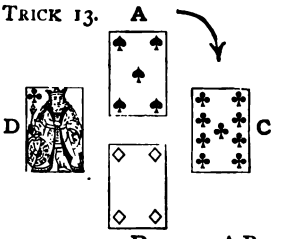
A B 7
C D 4

TRICK 12.



A B 8
C D 4

TRICK 13. A



A B 9
C D 4

A B have 3 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

D'S HAND.	A'S HAND.	C'S HAND.
S. A., 8, 7, 3.	K., kn., 10, 6, 5.	4.
H. 8, 5, 4.	A., 3.	K., qu., kn., 10, 7.
C. K., kn., 10.	Qu., 5, 4, 2.	9, 8, 7, 3.
D. A., 7, 6.	10, 2.	K., 8, 3.

REMARKS. — The 10 h. at the foot of sequence was the proper play; for if the kn. was led, followed by k., to show two lower, the kn. does not designate the 10 holding, nor the k. the 10 holding, for if the ace fell, the k. would be the proper play.

HAND 22.

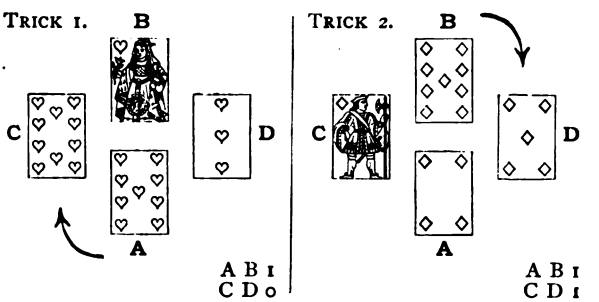
THE play of the 9s.

Score, A B, 5; C D, 5. Qu. d. turned.

A'S HAND.

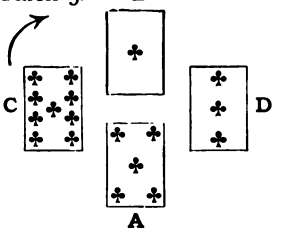
S. 7, 4.
H. K., kn., 9, 7, 2.
C. 8, 5.
D. K., 10, 4, 2.

THE PLAY



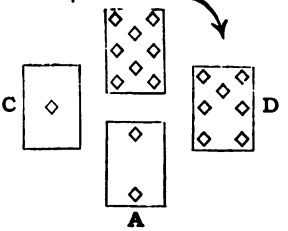
The 9 d. at the head of three trumps. Probably can render assistance to partner's suit. See *A. W. I.*, page 47.

TRICK 3.



A B 2
C D 1

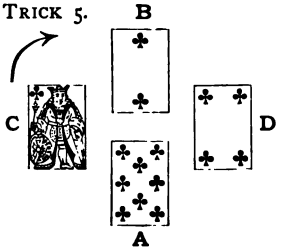
TRICK 4.



A B 2
C D 2

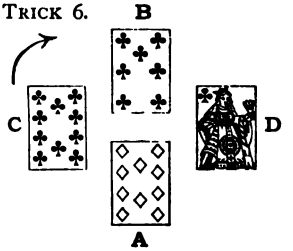
The ace c., in order to make another trump lead.

TRICK 5.



A B 2
C D 3

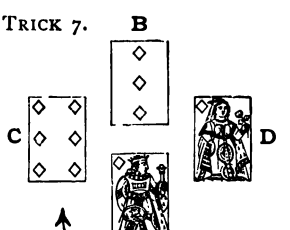
TRICK 6.



A B 3
C D 3

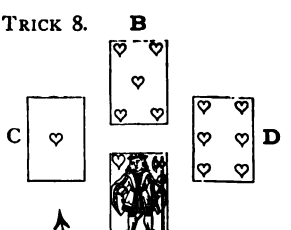
The kn. c. has been proclaimed with C.

TRICK 7.



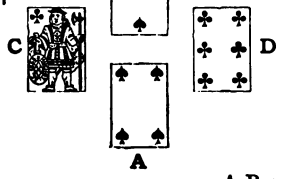
A B 4
C D 3

TRICK 8.



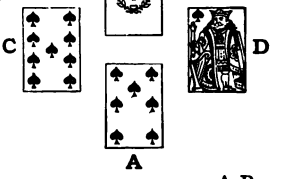
A B 4
C D 4

TRICK 9.



A B 4
C D 5

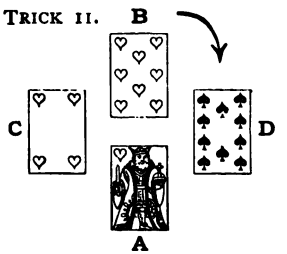
TRICK 10.



A B 5
C D 5

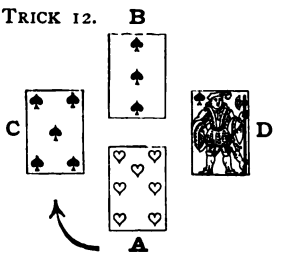
9 of spades highest of three, forced lead.

TRICK 11.



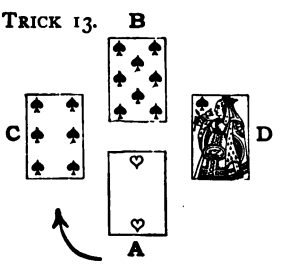
A B 6
C D 5

TRICK 12.



A B 7
C D 5

TRICK 13.



A B 8
C D 5

A B have 2 by card.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. 9, 6, 5.	A., 8, 3, 2.	K., qu., kn., 10.
H. A., 10, 4.	Qu., 8, 5.	6, 3.
C. K., kn., 10, 9.	A., 7, 2.	Qu., 6, 4, 3.
D. A., kn., 6.	9, 8, 3.	Qu., 7, 5.

REMARKS. — The intelligence of the 9 is more than that of any other card. You read the hand just played as it was held in rank of cards. On the original lead the k. and kn. were told; on the trump lead three in all were told; on the first lead of C the k. and kn. were told, so that on the sixth trick D could play qu., and on the tenth round C showed by the 9 play two more spades and the low heart. See *A. W. I.*, page 50.

HAND 23.

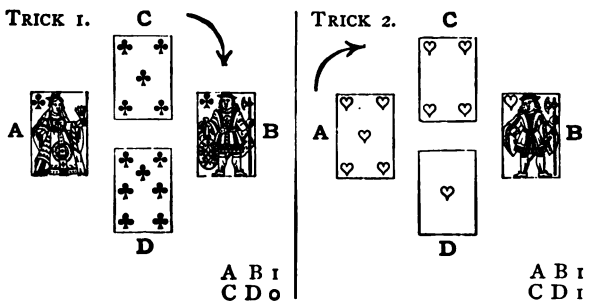
LEAD from long suit of cards all below an honour.

Score, A B, 6; C D, 5. 3 d. turned.

D'S HAND.

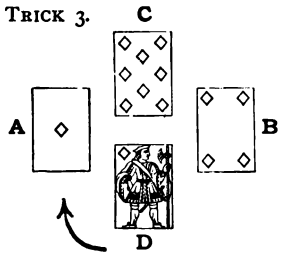
S. Qu., 8, 4.
H. A., 7.
C. 9, 7, 3.
D. Kn., 10, 7, 5, 2.

THE PLAY.



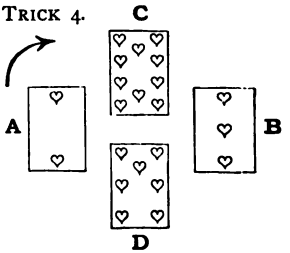
D notes the fall of qu. and kn. B cannot have ace and k. D afterward acts upon this information.

TRICK 3.



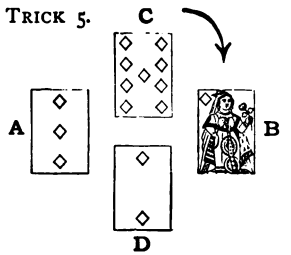
A B 2
C D 1

TRICK 4.



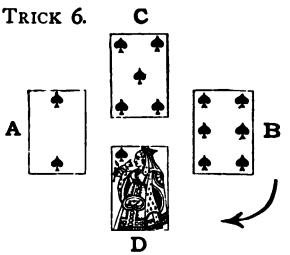
A B 2
C D 2

TRICK 5.



A B 3
C D 2

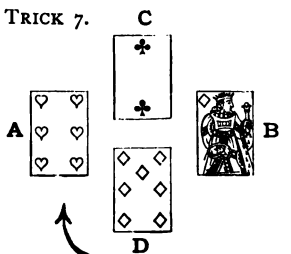
TRICK 6.



A B 3
C D 3

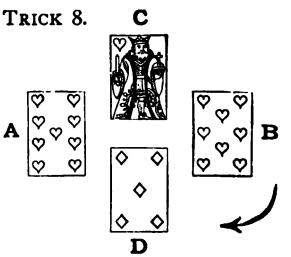
The qu. s. fine second-hand play as trial for the lead.

TRICK 7.



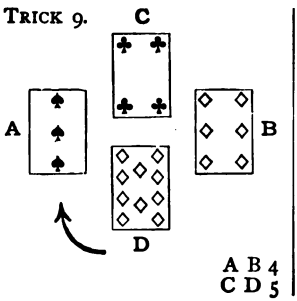
A B 4
C D 3

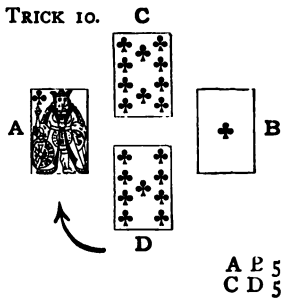
TRICK 8.

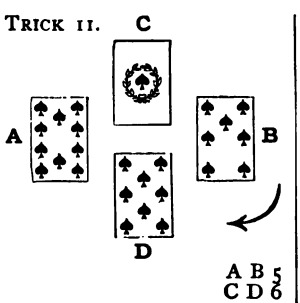


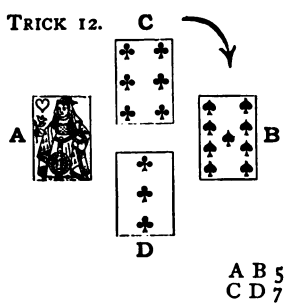
A B 4
C D 4

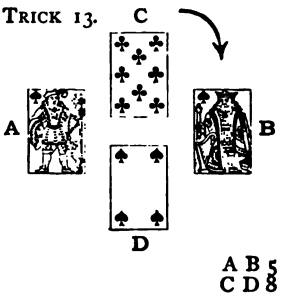
D trumps the heart, C's probable trick, because, if C takes and leads another club, A or B will take; then, if a spade is led and C takes, he (C) must play another club that will be trumped, and D cannot afterward return C's suit.











C D have 2 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

	A'S HAND.	C'S HAND.	B'S HAND.
S.	Kn., 10, 3, 2.	A., 5.	K., 9, 7, 6.
H.	Qu., 9, 6, 5, 2.	K., 10, 4.	Kn., 8, 3.
C.	K., qu.	10, 8, 6, 5, 4, 2.	A., kn.
D.	A., 3.	9, 8.	K., qu., 6, 4.

REMARKS. — This is an example of most persistent play to make a suit of inferior cards. By ordinary play of all parties, A B easily make the game, and by any other than the best play on the part of D they can easily save it.

HAND 24.

THE established long suit.

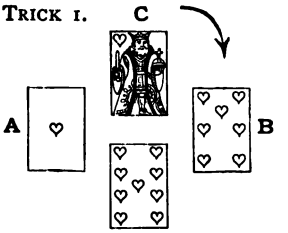
Score, A B, 5; C D, 5. 6 c. turned.

D'S HAND.

S. 5, 3.
H. Kn., 10, 9.
C. A., k., 5, 4.
D. Kn., 10, 7, 5.

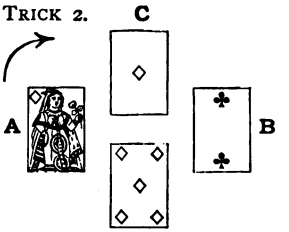
THE PLAY.

TRICK 1.



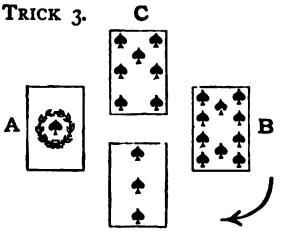
A B 1
C D 0

TRICK 2.



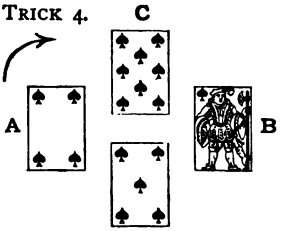
A B 2
C D 0

TRICK 3.



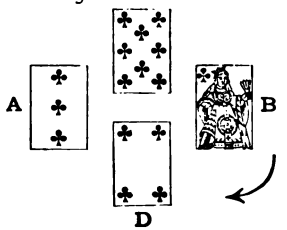
A B 3
C D 0

TRICK 4.



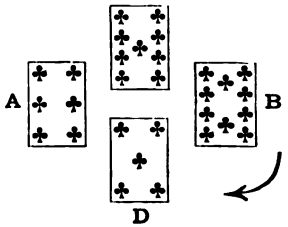
A B 4
C D 0

TRICK 5.



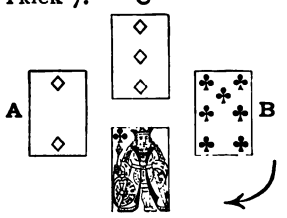
A B 5
C D 0

TRICK 6.



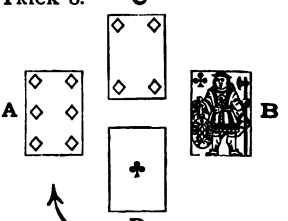
A B 6
C D 0

TRICK 7.



A B 6
C D 1

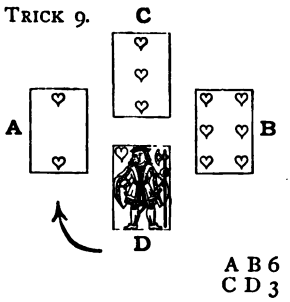
TRICK 8.

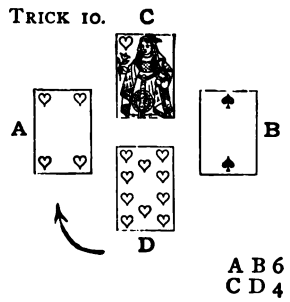


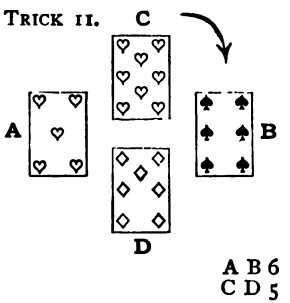
A B 6
C D 2

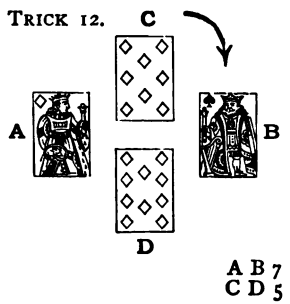
B gives D the k. c. and A the ace. Even if they were so placed, the spade was the proper lead. A has not echoed, and has not both ace and k.

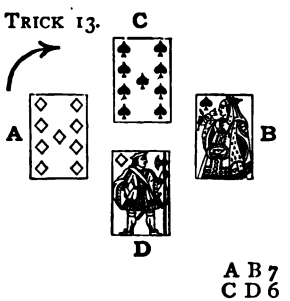
D makes the most of his capital at once.











A B have the odd card, and C·D save the game.

THE HANDS (D'S HAS BEEN GIVEN).

A'S HAND.	C'S HAND.	B'S HAND.
S. A., 4.	9, 8, 7.	K., qu., kn., 10, 6, 2.
H. A., 5, 4, 2.	K., qu., 8, 3.	7, 6.
C. 6, 3.	9, 8.	Qu., kn., 10, 7, 2.
D. K., qu., 9, 6, 2.	A., 8, 4, 3.	

REMARKS. — This game was lost, as so many thousands are, by the imperiling of several tricks to make a hand entire. B had good reason certainly to suppose that D held k. c., which he did not care to play on either qu. or 10 to certain loss. But he reckoned without his host. Had he on the seventh trick led k. s., in order to be taken it must be trumped. He would then have trumped a heart led and forced again. Of course his spades must make. If, however, as he supposed, the k. c. must fall to his partner's ace, B would have made every trick, scoring 7 by card. On the k. d. led he would have thrown the heart, trumped whatever was next played, and every spade was good. A single misplay, however, cost him three tricks.

HAND 25.

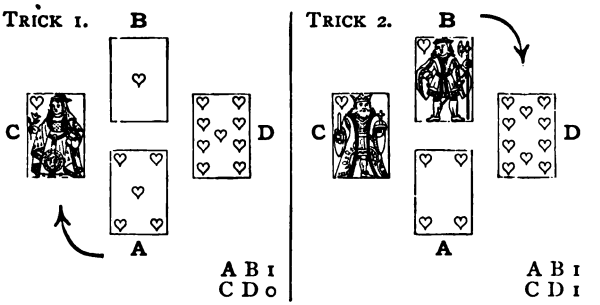
THE play of the long low suit.

Score, A B, 5; C D, 6. Qu. c. turned.

A's HAND.

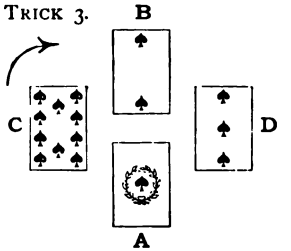
S. A.
H. 8, 7, 6, 5, 4, 3, 2.
C. 10, 9, 4, 3.
D. 8.

THE PLAY.



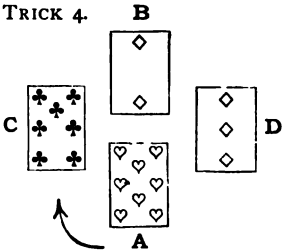
The cards that fell on both sides were so high that B at once returned kn., to clear the suit.

TRICK 3.



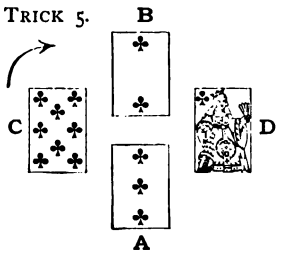
A B 2
C D 1

TRICK 4.



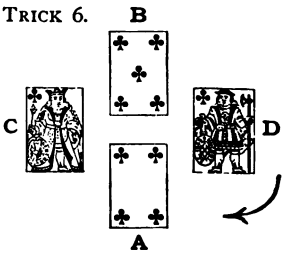
A B 2
C D 2

TRICK 5.



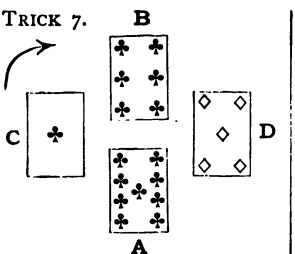
A B 2
C D 3

TRICK 6.



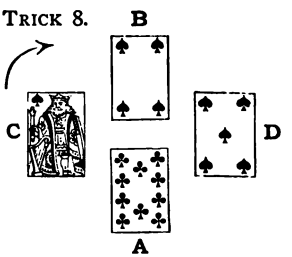
A B 2
C D 4

TRICK 7.



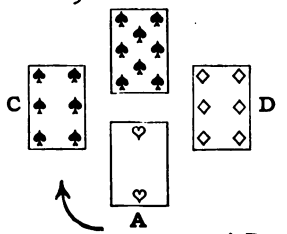
A B 2
C D 5

TRICK 8.



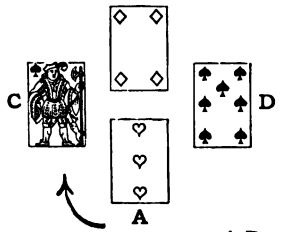
A B 3
C D 5

TRICK 9.



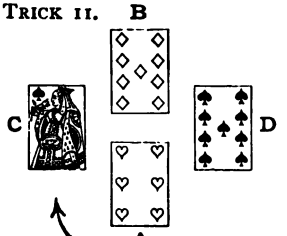
A B 4
C D 5

TRICK 10.



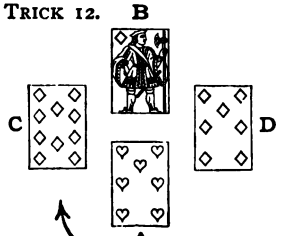
A B 5
C D 5

TRICK 11.



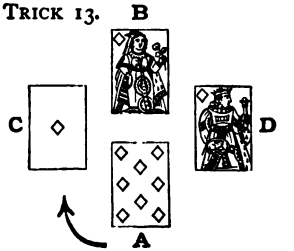
A B 6
C D 5

TRICK 12.



A B 7
C D 5

TRICK 13.



A B 7
C D 6

A B have 1 by card and save the game.

THE HANDS (A'S HAS BEEN GIVEN).

	C's Hand.	B's Hand.	D's Hand.
S.	K., qu., kn., 10, 6.	8, 4, 2.	9, 7, 5, 3.
H.	K., qu.	A., kn.	10, 9.
C.	A., k., 8, 7.	6, 5, 2.	Qu., kn.
D.	A., 10.	Qu., kn., 9, 4, 2.	K., 7, 6, 5, 3.

REMARKS. — This is one of the extreme cases in actual play wherein the low cards in long sequence are made serviceable. A, holding seven cards below the 9, makes four tricks in the suit.

At Trick 3 the suit of C was established. The qu. c. had been turned by D. D, playing qu. on 5th trick and kn. on 6th, had no more; but the last trump might be left with B, who could not return A's suit. C therefore drew the two trumps at Trick 7. If B could be forced on spades, C D's game was assured.

HAND 26.

Four long suits of great strength.

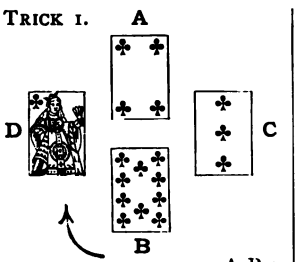
Score, A B, 6; C D, 2. K. s. turned.

B's Hand.

S. 10, 9, 4.
H. A., 7, 5, 4.
C. K., kn., 10, 7, 6, 5.
D.

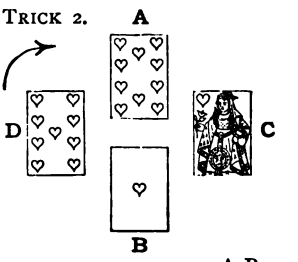
THE PLAY.

Trick 1.



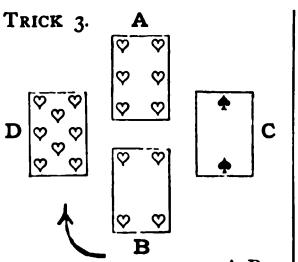
A B 0
C D 1

Trick 2.



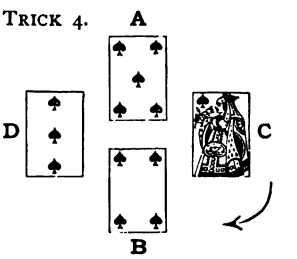
A B 1
C D 1

Trick 3.



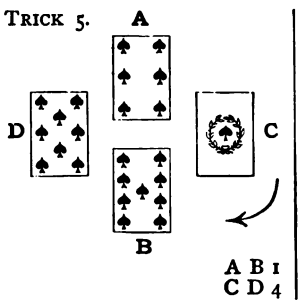
A B 1
C D 2

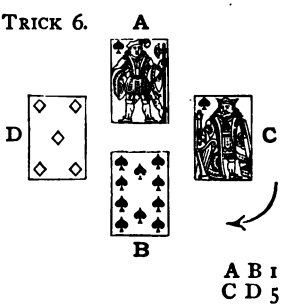
Trick 4.

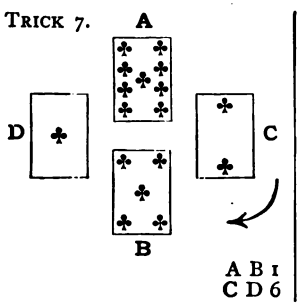


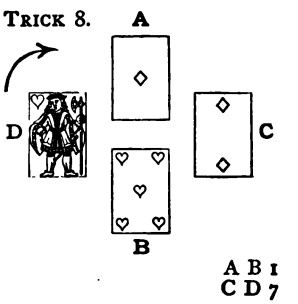
A B 1
C D 3

B sees that his own suit is controlled by his opponent, and, instead of forcing the ace, plays D's suit, hoping it may be trumped. He gives D five at least of his (D's) suit, and as he (B) holds originally four of it, A, who has played the 10, may have no more. A's suit must be trumps or diamonds. C takes instant advantage of the situation, and trumps his partner's trick.

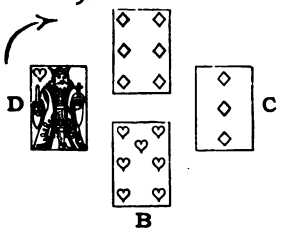






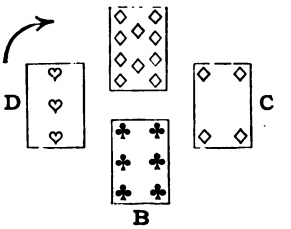


TRICK 9.



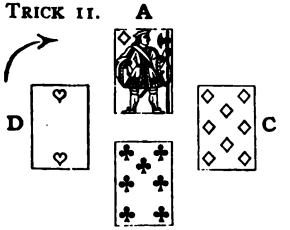
A B 1
C D 8

TRICK 10.



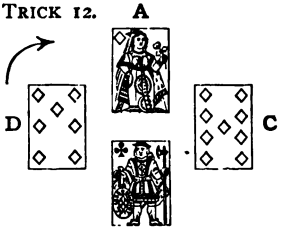
A B 1
C D 9

TRICK 11.



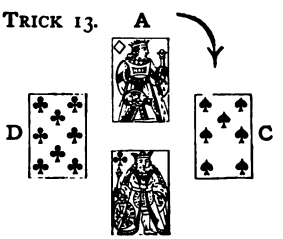
A B 1
C D 10

TRICK 12.



A B 2
C D 10

TRICK 13.



A B 2
C D 11

C D have 5 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	8, 3.	Kn., 6, 5.	A., k., qu., 7, 2.
H.	K., kn., 9, 8, 3, 2.	10, 6.	Qu.
C.	A., qu., 8.	9, 4.	3, 2.
D.	7, 5.	A., k., qu., kn., 10, 6.	9, 8, 4, 3, 2.

REMARKS. — If at Trick 3 B had led a trump, he would not have bettered his condition; but if he had continued his own suit, he must have saved the game. He could not have made a club, but he would have made his partner's diamonds. C's play, in trumping his partner's trick, was very good, since D must have ace c., the suit which C could lead but once.

Everybody must always have a long suit. It is not frequently the case that everybody holds such a powerful one; but it is almost always the case that the trump suit helps to make the successful one.

HAND 27.

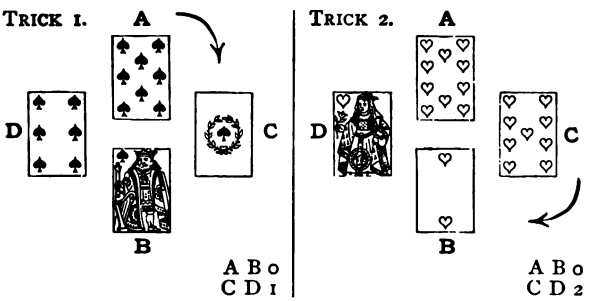
THE long suit made by strategy of partner.

Score, A B, 5; C D, 5. 8 c. turned.

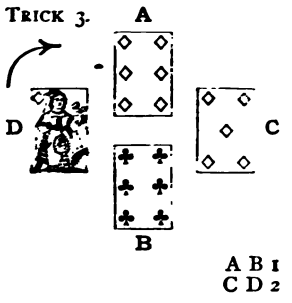
B's HAND.

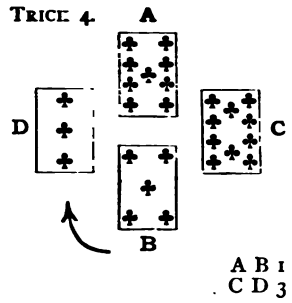
S. K., 7.
H. A., 8, 5, 4, 3, 2.
C. A., k., 7, 6, 5.
D.

THE PLAY.



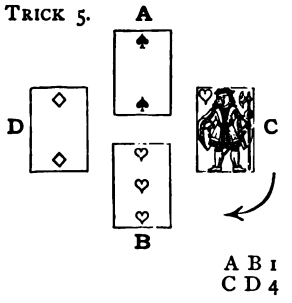
Here is one of the most difficult of situations. B reads the qu., 10, 9 s., and three or four small in A's hand. The kn. must be with D. B has but one card to lead up to A's tenace. B can take the heart trick and play three rounds of trumps; but should he find the fourth trump with an opponent, and hearts and diamonds against, the game is lost. He passed the heart led, for A may hold the qu.

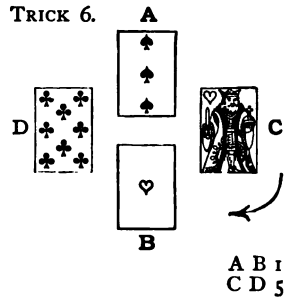




The qu. d. from five or six in suit. This force would seem to give C D the game. There is now but one play for B to make. If he should force with small heart, A would return the qu. s., and B would have no further chance to give back the suit.

B now sees both qu. and kn. c. against. He plans for the only play possible in case C continues the heart suit.



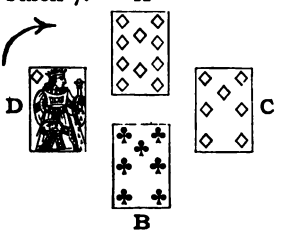


C can now force with the diamond, but B may not take the force. B holds command of C's suit for a purpose. C thinks best to give D the chance to

trump the best heart, if B will play it, and leave D to force with the diamond, if he thinks proper.

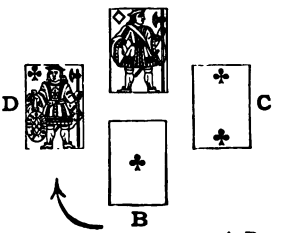
D, giving his partner one of the master cards in trumps, makes the fatal mistake of trumping the heart.

TRICK 7.



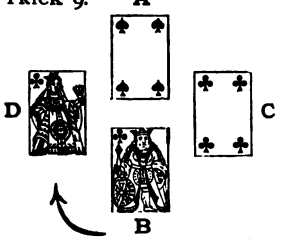
A B 2
C D 5

TRICK 8.



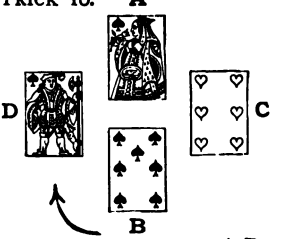
A B 3
C D 5

TRICK 9.

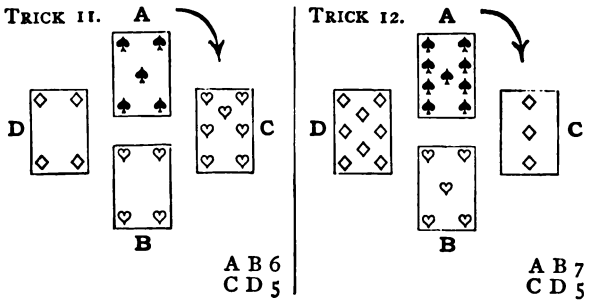


A B 4
C D 5

TRICK 10.



A B 5
C D 5



Trick 13. A takes with 10 s., and A B have 2 by card and game.

THE HANDS (B's HAS BEEN GIVEN).

D's HAND.	A's HAND.	C's HAND.
S. Kn., 6.	Qu., 10, 9, 8, 5, 4, 3, 2.	A.
H. Qu.	10.	K., kn., 9, 7, 6.
C. Qu., kn., 8, 3.	9.	10, 4, 2.
D. A., k., qu., 8, 4, 2.	Kn., 10, 6.	9, 7, 5, 3.

REMARKS. — It will be seen that D could have frustrated the well-laid plans of B by the play of kn. s. in place of a diamond lead; but he had no means of knowing that B had no small spades in hand, and it was a part of B's plan not to let him know it. B led the trump instead of the heart to be trumped, because if A took the trick he wanted a trump return and not a spade.

HAND 28.

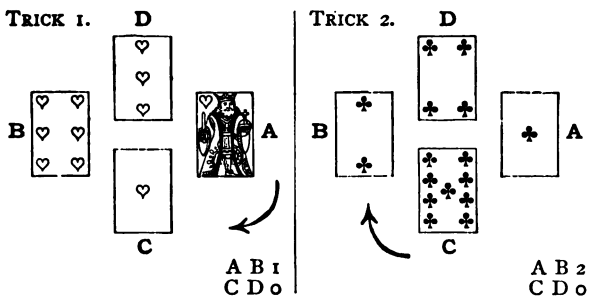
LEAD from six trumps. Second-hand defense. High discard.

Score, A B, 4; C D, 4. 3 h. turned.

C's HAND.

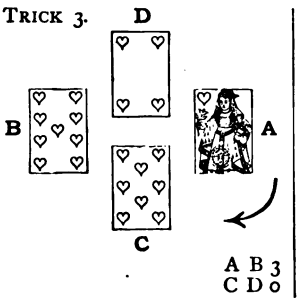
S. 8, 7, 6.
H. A., 8.
C. K., kn., 9, 8, 7.
D. Qu., kn., 3.

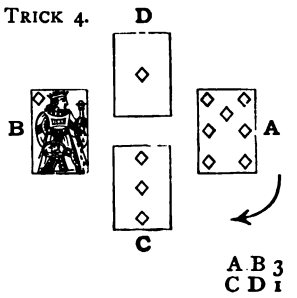
THE PLAY.



K. h. special play with A's holding. *A. W. I.*, page 39.

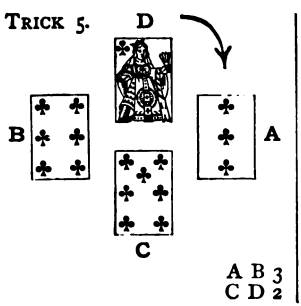
Trick 2. Qu. or 10 c., or both, may be with D.

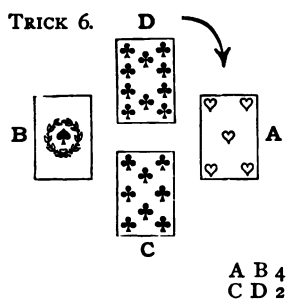




Qu. h. if kn. has not fallen.

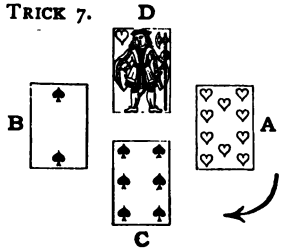
The 7 d. lowest of sequence. *A. W. I.*, page 47. Second hand does not play kn. because higher card than the 7 must be beyond; and whether the lead is from ace or k. or 10, the qu. and kn. d. with all trumps against had best be retained, since, with that lead of the 7, the partner's hand cannot be assisted by the play of the kn. *A. W. I.*, page 67.





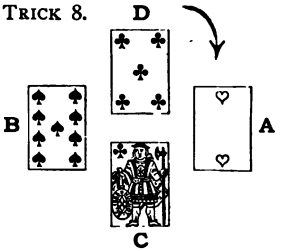
Trick 6. B's high discard shows his full command of the suit, but A cannot give him a spade.

TRICK 7.



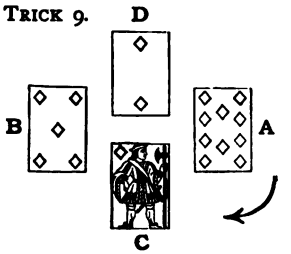
A B 4
C D 3

TRICK 8.



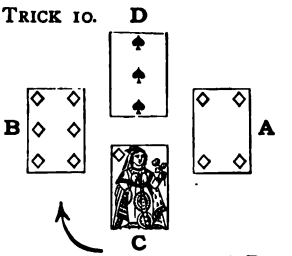
A B 5
C D 3

TRICK 9.



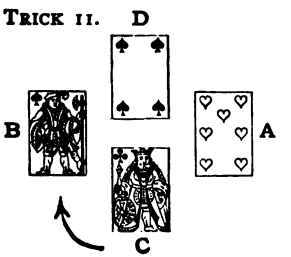
A B 5
C D 4

TRICK 10.



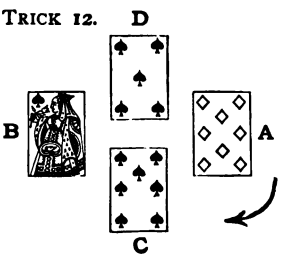
A B 5
C D 5

TRICK 11.



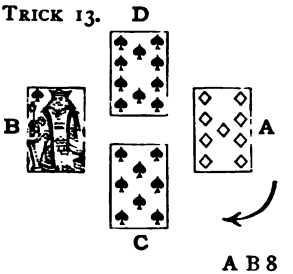
A B 6
C D 5

TRICK 12.



A B 7
C D 5

TRICK 13.



A B 8
C D 5

A B have 2 by card, and C D save the game.

THE HANDS (C'S HAS BEEN GIVEN).

	B'S HAND.	D'S HAND.	A'S HAND.
S.	A., k., qu., kn., 9, 2.	10, 5, 4, 3.	
H.	9, 6.	Kn., 4, 3.	K., qu., 10, 7, 5, 2.
C.	6, 2.	Qu., 10, 5, 4.	A., 3.
D.	K., 6, 5.	A., 2.	10, 9, 8, 7, 4.

REMARKS. — The lead of C, Trick 2, proclaiming his hand, and his follow in Trick 4, saved the game. B, with four honours in spades, did not take a trick, that suit not being led during the play of the hand. A fought hard for the game, but D's persistent club play, and C's proper follow of the 7 d. lead, could not be overcome.

HAND 29.

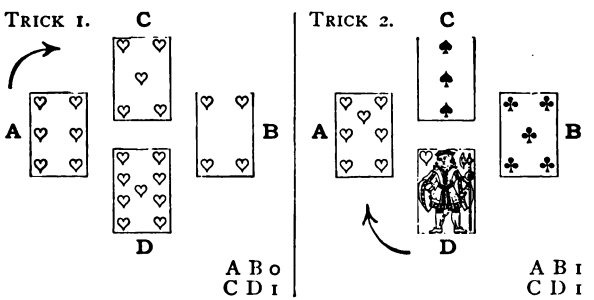
A FORCED return of the leader's suit.

Score, A B, 5; C D, 2. 2 c. turned.

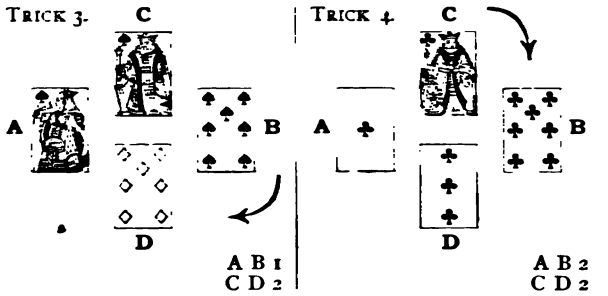
D'S HAND.

S.
H. A., k., kn., 10, 9, 3, 2.
C. 6, 4, 3, 2.
D. 7, 6.

THE PLAY.

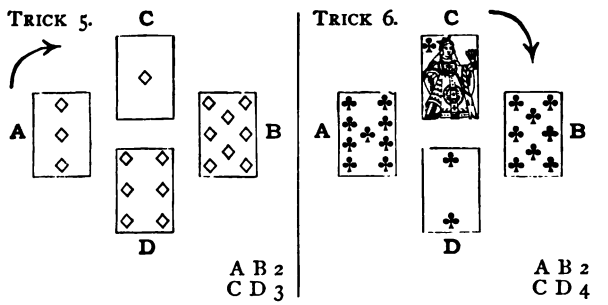


The kn. h. implies the whole control. The play is made, however, to force a trump and to establish the suit.

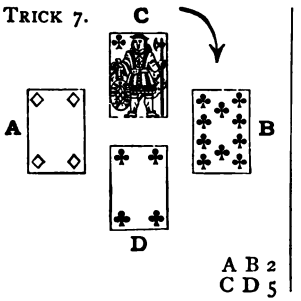


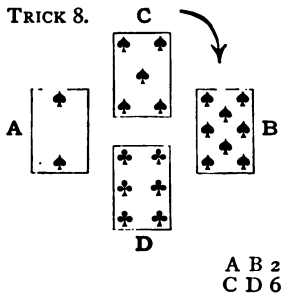
The 7 d. passing the s. led, because by the last trump only can D obtain the play.

C notes the call beside the discard call.

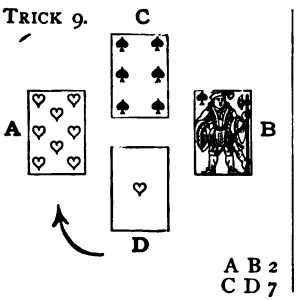


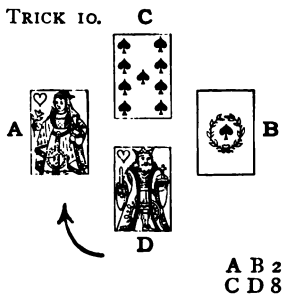
The ace d. at once. There can be no alternative.

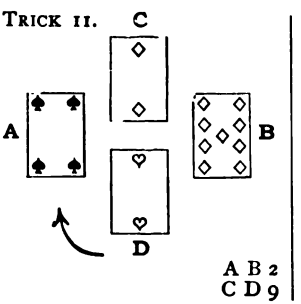


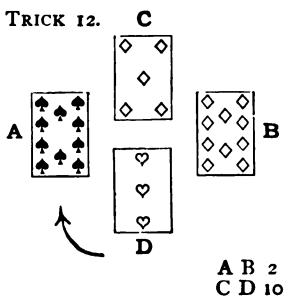


The 5 s. not risking a diamond lead.

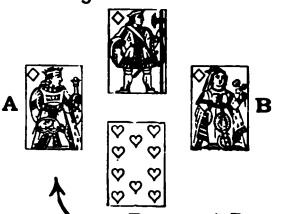








TRICK 13. C



A B 2
C D 11

C D have 5 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

A'S HAND.	C'S HAND.	B'S HAND.
S. Qu., 10, 4, 2.	K., 9, 6, 5, 3.	A., kn., 8, 7.
H. Qu., 8, 7, 6.	5.	4.
C. A., 9.	K., qu., kn.	10, 8, 7, 5.
D. K., 4, 3.	A., kn., 5, 2.	Qu., 10, 9, 8.

REMARKS. — The play of D was made at the outset for the game. The exact cards in A's hand were proclaimed by his original lead. By the kn. play D hindered the cover by the qu., or, if covered, he hoped for the double trumping. A looked for a call from B, but after the spade lead and the play of k. c. he saw the situation, and led the low diamond to make one trick on that play or on the return to save the game. D, in drawing a trump upon the kn. h., equalized the trump holding so that his only chance, that of the long trump, might give him the lead. B, noting all the hearts with his partner and D, threw the low spade to get C in, that C might manage as he chose to do. D would have saved the game by the play of ace s., but he did not see a lost game by a suit which he could trump. The second-hand play of ace d. on the fifth trick decided the fate of the remaining eight rounds.

HAND 30.

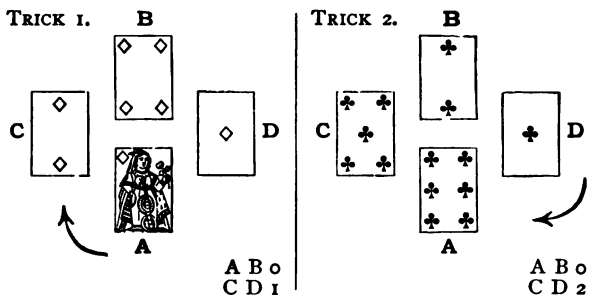
THE play for the odd card. The value of the discard.

Score, A B, 6; C D, 6. Qu. c. turned.

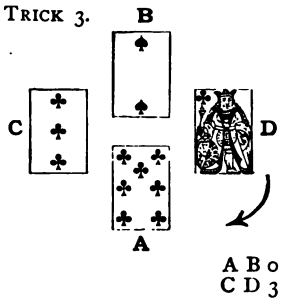
A'S HAND.

S. Qu., 3.
H. A., qu.
C. 9, 8, 7, 6.
D. Qu., kn., 8, 6, 5.

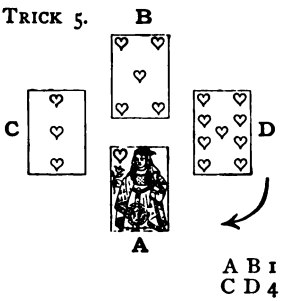
THE PLAY.



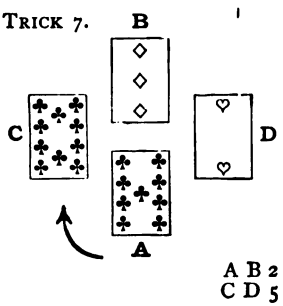
The 4 d. retaining the small card to give back because of lead of qu. *A. W. I.*, Unblocking, page 93.



Trick 3. The 4 c. has not fallen. C must have three more. B informs of his best suit.

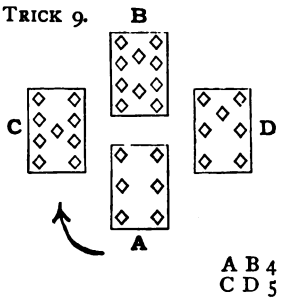


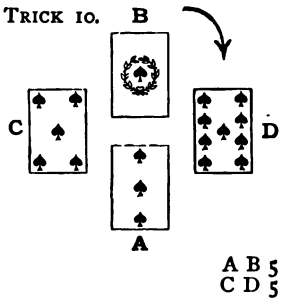
The qu. s. because of the discard.



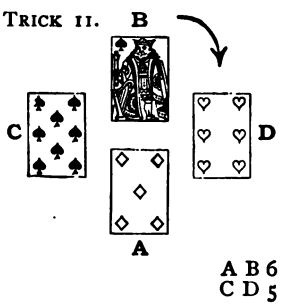
The 9 c., to draw one of the remaining trumps and throw the lead.

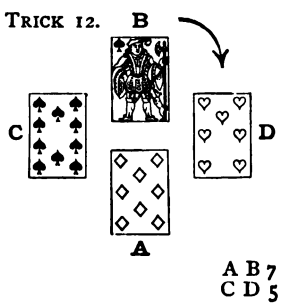
The 10 h., to clear the suit.



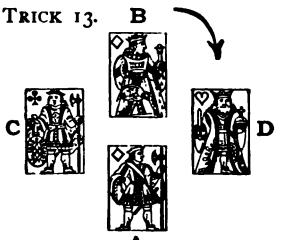


The 6 d. instead of the spade. If C held k. d., the game was lost. If C could trump the diamond and lead k. h., the game was lost; but if he trumped and was forced to lead a spade, the game was won by A B. If C did not trump and held no other heart, the spades and diamonds must win.





TRICK 13.



A B 7
C D 6

A B have 1 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	10, 8, 5, 4.	A., k., kn., 6, 2.	9, 7.
H.	10, 3.	8, 5, 4.	K., kn., 9, 7, 6, 2.
C.	Kn., 10, 5, 4, 3.	2.	A., k., qu.
D.	9, 2.	K., 10, 4, 3.	A., 7.

REMARKS. — The hand is full of complications, and, if overplayed, no notice being taken of the discard, or if B throws away his hearts, C D, playing properly, win the game. The prompt lead of qu. s., followed by the demand for one of the trumps from the strong hand, is fine play by A, who fairly drove the game from his opponent's into his partner's hand.

HAND 31.

LONG suits, and throwing the lead to establish one of them.

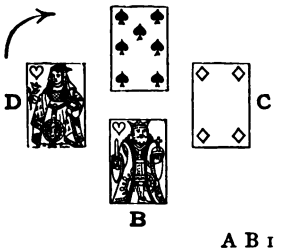
Score, A B, 0; C D, 0. 4 c. turned.

B'S HAND.

S. Kn.
H. A., k., 4, 3, 2.
C. A., kn., 10, 9, 4.
D. 9, 2.

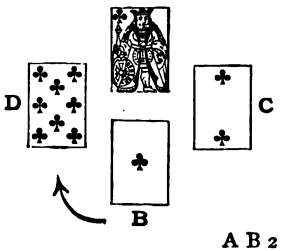
THE PLAY.

TRICK 1.



A B 1
C D 0

TRICK 2.

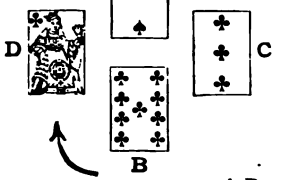


A B 2
C D 0

D, then, has eight hearts, and, after the ace and k. have been played, the entire control. C appears to have the diamonds and A the spades. B's club suit, strong as it is, is no protection, for after a round or two he must lead hearts. He plays ace c.

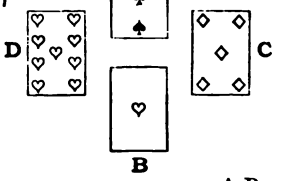
Now it is a matter of endurance.

TRICK 3.



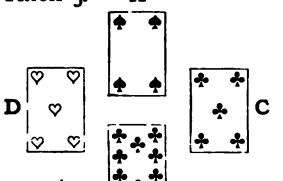
A B 2
C D 1

TRICK 4.



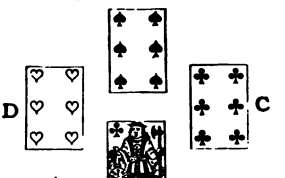
A B 3
C D 1

TRICK 5.



A B 4
C D 1

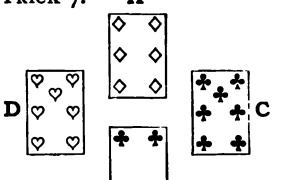
TRICK 6.



A B 5
C D 1

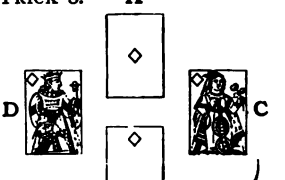
The best club is now with C, and as he cannot lead a heart to D while A has shown strength in both spades and diamonds, B throws the lead.

TRICK 7.



A B 5
C D 2

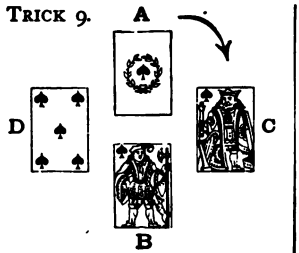
TRICK 8.



A B 6
C D 2

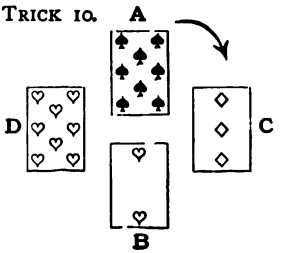
The k. d., to be out of the way and draw ace, for what may come of the combinations in spades and diamonds may save for C D the game.

TRICK 9.



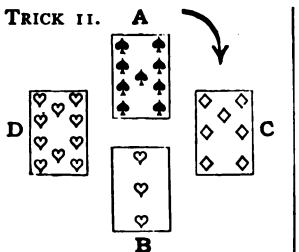
A B 7
C D 2

TRICK 10.



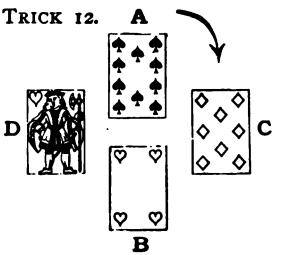
A B 8
C D 2

TRICK 11.



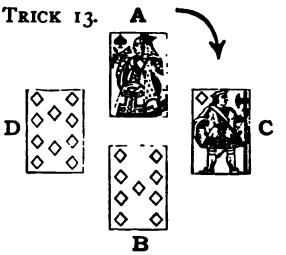
A B 9
C D 2

TRICK 12.



A B 10
C D 2

TRICK 13.



A B 11
C D 2

A B make 5 by card.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	5.	A., qu., 10, 9, 8, 7, 6, 4, 3, 2.	K.
H.	Qu., kn., 10, 9, 8, 7, 6, 5.		
C.	Qu., 8.	K.	7, 6, 5, 3, 2.
D.	K., 10.	A., 6.	Qu., kn., 8, 7, 5, 4, 3.

REMARKS. — A showed by every discard following that at Trick 1 his great strength in spades. By not discarding a diamond at all, B gave him a card of reëntry. By not trumping the first trick, it was evident that he wanted trumps played.

HAND 32.

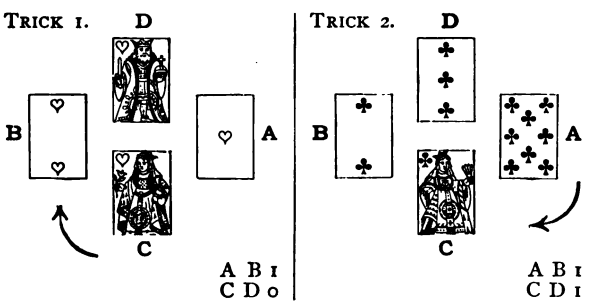
THE short suit lead. A hand finely played.

Score, A B, 4; C D, 4. Ace s. turned.

C's HAND.

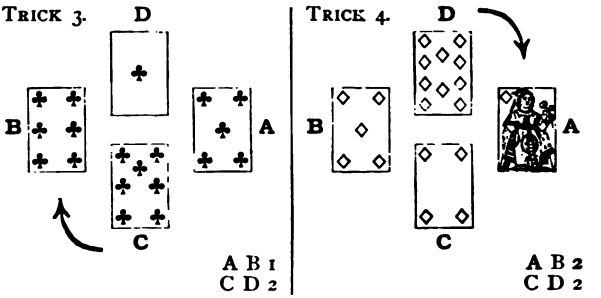
S. Kn., 8, 7, 6, 3, 2.
H. Qu., kn., 4.
C. Q., 7.
D. 9, 4.

THE PLAY.

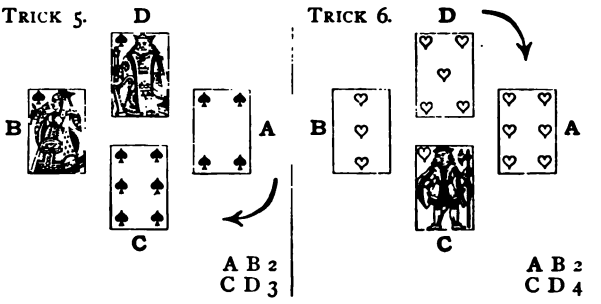


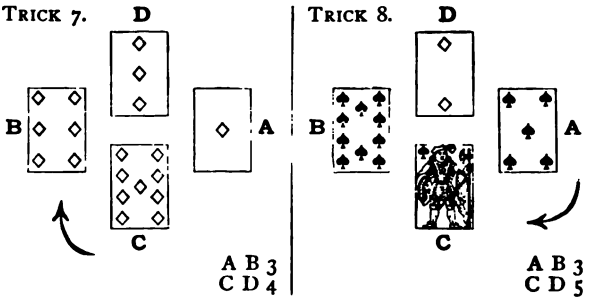
C has no reason for getting out trumps, and does not care to play up to ace turned. D properly plays k. h., proclaiming but one more.

Qu. c. second on 8 led. A's suit must be k., 10, 9.



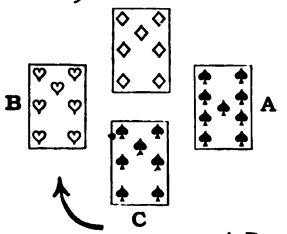
The k. and kn. d. are with D.





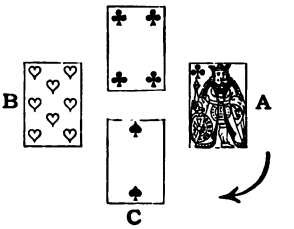
The kn. s. second, fine play.

TRICK 9.



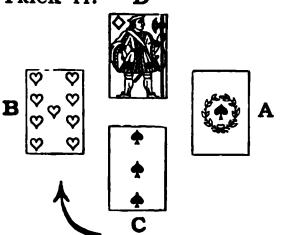
A B 4
C D 5

TRICK 10.



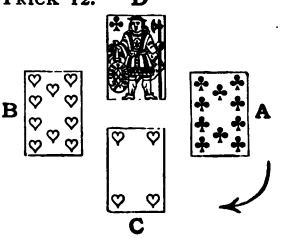
A B 4
C D 6

TRICK 11.



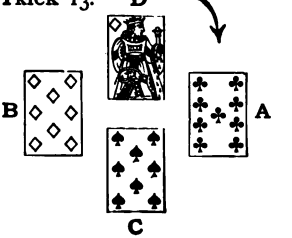
A B 5
C D 6

TRICK 12.



A B 5
C D 7

TRICK 13.



A B 5
C D 8

C D have 2 by card.

THE HANDS (C's HAS BEEN GIVEN).

	B's HAND.	D's HAND.	A's HAND.
S.	Qu., 10.	K.	A., 9, 5, 4.
H.	10, 9, 8, 7, 3, 2.	K., 5.	A., 6.
C.	6, 2.	A., kn., 4, 3.	K., 10, 9, 8, 5.
D.	8, 6, 5.	K., kn., 10, 7, 3, 2.	A., Qu.

REMARKS. — This is from Parisian play, and while the trump lead could have effected the same result, the trial for the game without making sacrifice of partner's high cards was very ingenious.

HAND 33.

PLAYING for partner upon an irregular plain suit lead.

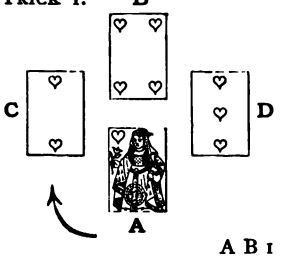
Score, A B, 0; C D, 0. 10 h. turned.

A'S HAND.

S. K.
H. A., k., qu., 8.
C. A., qu., 9, 6, 4, 3.
D. Kn., 5.

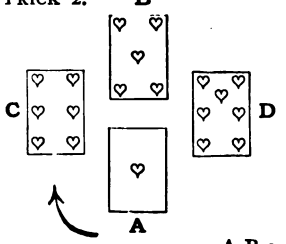
THE PLAY.

TRICK 1.



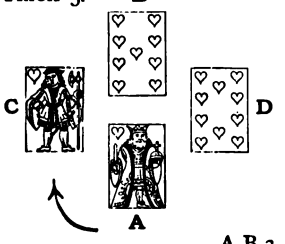
A B 1
C D 0

TRICK 2.



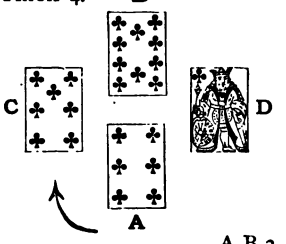
A B 2
C D 0

TRICK 3.



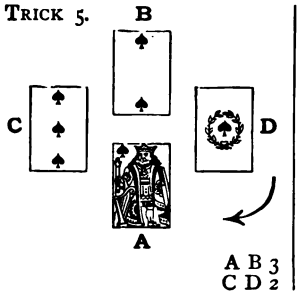
A B 3
C D 0

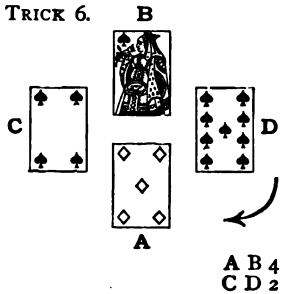
TRICK 4.

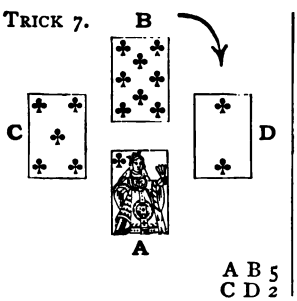


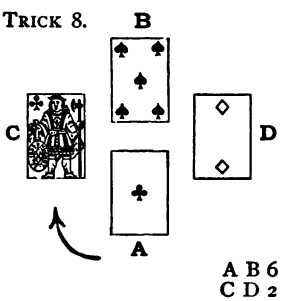
A B 3
C D 1

The 6 c. an irregular lead, holding last trump. To play the clubs as if an original plain suit lead might lose a trick.

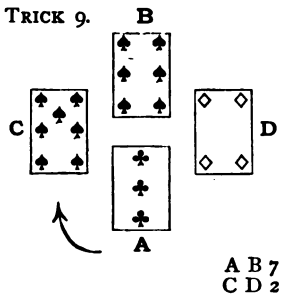


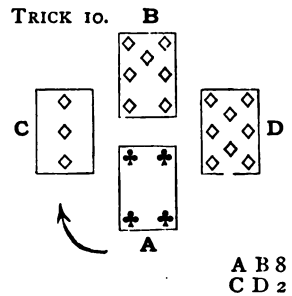


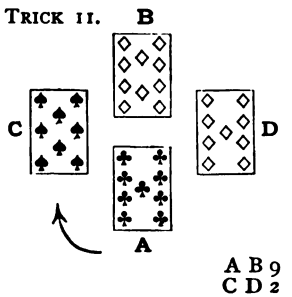


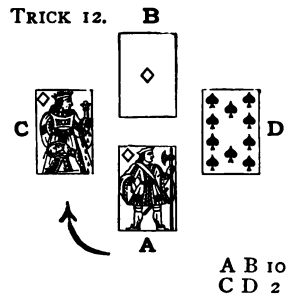


The 8 c. play for partner instead of opening his own suit. The fall of the cards shows that A must hold ace, qu., 9, or ace, kn., 9 c. If A has ace, qu., it does not matter, but if he has ace, kn., it does matter, for the qu. may not fall. In that case, A must play back the diamond and not the club.









Trick 13. A takes with 8 h., and A B have 5 by card.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. 8, 7, 4, 3.	Qu., 6, 5, 2.	A., kn., 10, 9.
H. Kn., 6, 2.	9, 5, 4.	10, 7, 3.
C. Kn., 7, 5.	10, 8.	K., 2.
D. K., 6, 3.	A., qu., 10, 7.	9, 8, 4, 2.

HAND 34.

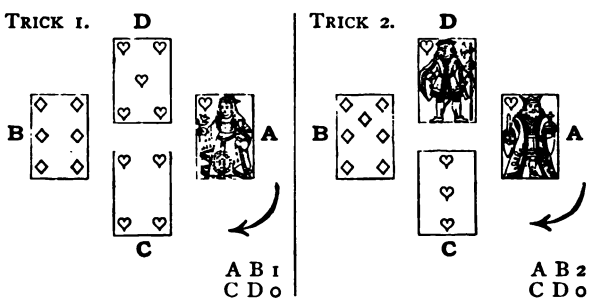
FINE play in passing and in discard.

Score, A B, 5; C D, 2. Kn. c. turned.

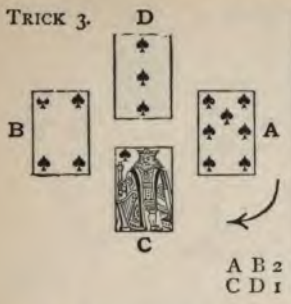
C'S HAND.

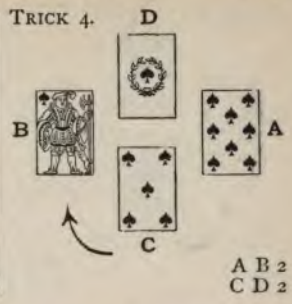
S. K., 5.
H. A., 10, 9, 8, 4, 3.
C. A., qu., 6, 2.
D. 4.

THE PLAY.



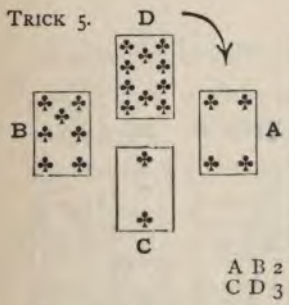
This single round is of much significance. C holds ace h., and one of the opponents has begun a call. If the k. h. now forces the ace, it will be trumped; if it does not, it will make.

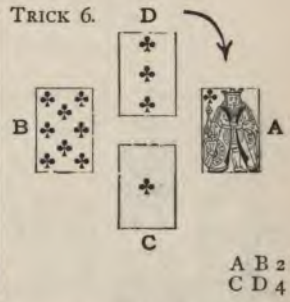




A plays to the partner's supposed suit, and D begins the echo.

The 5 s. is the convincing play. If A had ace, he would probably have led it, and then let his partner in upon his suit, or continued his own, for apparently A has ace h. and three small.

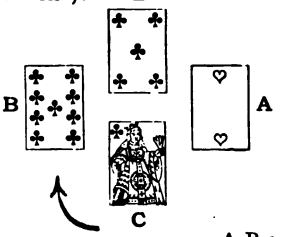




The 10 c. led. The kn. was turned. The 2 s. declared in D's hand.

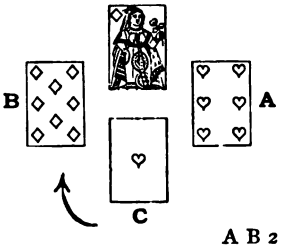
The 3 c., to show four.

TRICK 7.



A B 2
C D 5

TRICK 8.

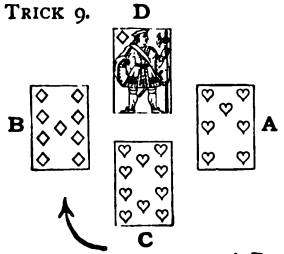


A B 2
C D 6

The qu. c., for the 5 is proclaimed with D.

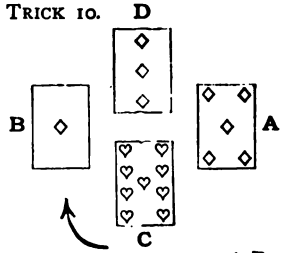
The ace h. play is a revelation. C must have the entire heart suit or the best diamonds. The qu. d. fine play in discard. The diamonds can be of no service. If C holds qu. s., which is unlikely, it must make; if he has no spade, which is probable, his last trump may fall upon D's lead.

TRICK 9.

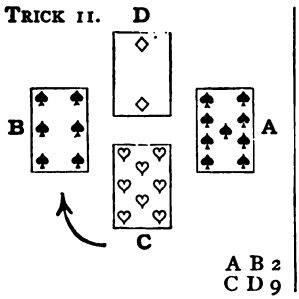


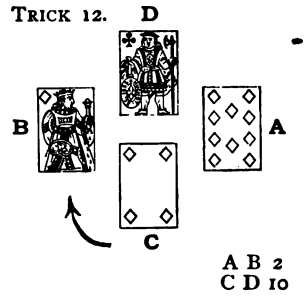
A B 2
C D 7

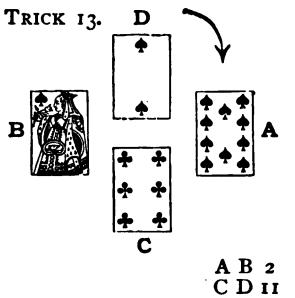
TRICK 10.



A B 2
C D 8







A B have 5 by card and game.

THE HANDS (C'S HAS BEEN GIVEN).

B'S HAND.	D'S HAND.	A'S HAND.
S. Qu., kn., 6, 4.	A., 3, 2.	10, 9, 8, 7.
H.	Kn., 5.	K., qu., 7, 6, 2.
C. 9, 8, 7.	Kn., 10, 5, 3.	K., 4.
D. A., k., 9, 8, 7, 6.	Qu., kn., 3, 2.	10, 5.

REMARKS. — It will be seen that if A had not persisted in the heart play, but led the spade instead, he must eventually have made the k., and B the diamonds. We give the hand as it was played, showing how C took advantage of the lead, and the beautiful play of D in discard.

HAND 35.

WELL played by four fine players.

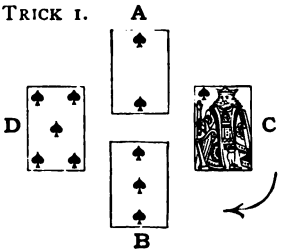
Score, A B, 1 ; C D, 4. 4 d. turned.

B's HAND.

S. 8, 3.
H. K., 6, 5.
C. A., k., 8, 7.
D. 10, 9, 8, 2.

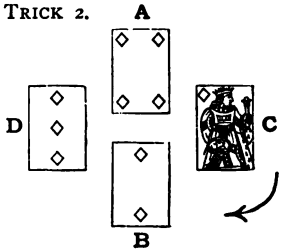
THE PLAY.

TRICK 1.



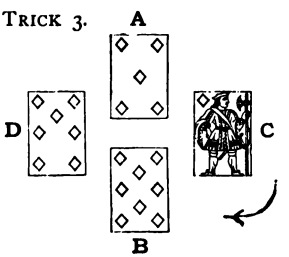
A B 0
C D 1

TRICK 2.



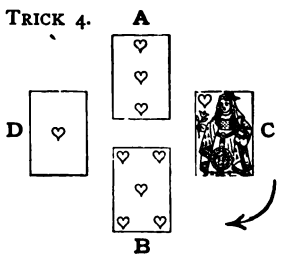
A B 0
C D 2

TRICK 3.



A B 0
C D 3

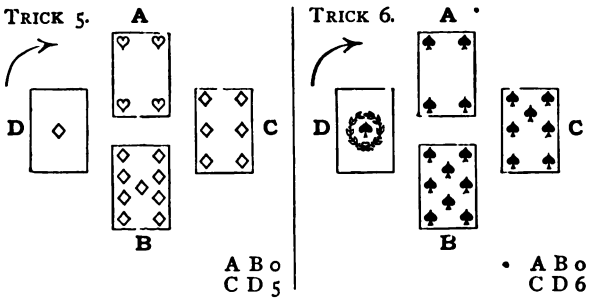
TRICK 4.



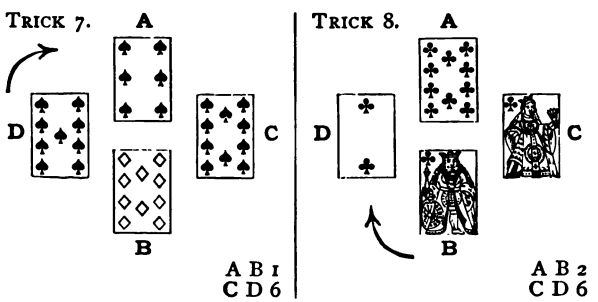
A B 0
C D 4

The kn. d. the correct play. See *A. W. I.*, page 38.

The qu. h., with the prospect of a won game.

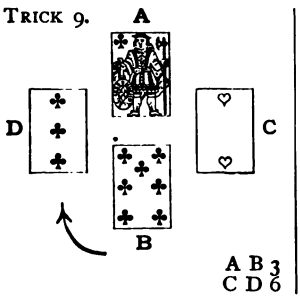


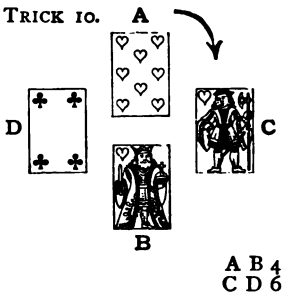
D has not echoed, and A knows that the 10 d. is with B.



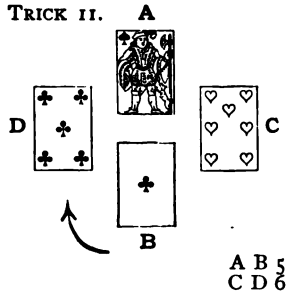
C with the last trump retains the best spade.

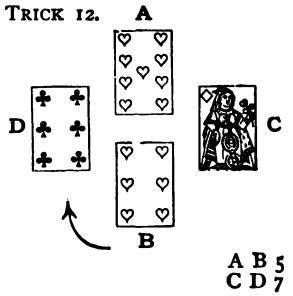
B sees the necessity of making three tricks of the remaining five. He must not play ace c., for the 9 would remain against him. He must not play k. h., but must be played up to in hearts. If his partner holds kn. c., he can save the game.





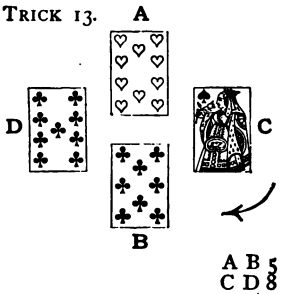
C decides not to trump, but unless he has both kn. and 10 h. it does not matter.





It is immaterial now whether C does or does not trump.

TRICK 13.



C D make 2 by card, but A B save the game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	A., 9, 5.	Kn., 6, 4, 2.	K., qu., 10, 7.
H.	A.	10, 9, 8, 4, 3.	Qu., kn., 7, 2.
C.	9, 6, 5, 4, 3, 2.	Kn., 10.	Qu.
D.	A., 7, 3.	5, 4.	K., qu., kn., 6.

REMARKS. — The worth of good judgment is plainly shown in this management. With eight sure tricks declared, there was requirement for taking the other five. Any one of three leads would have lost them, while the correct play by calculation could make them.

HAND 36.

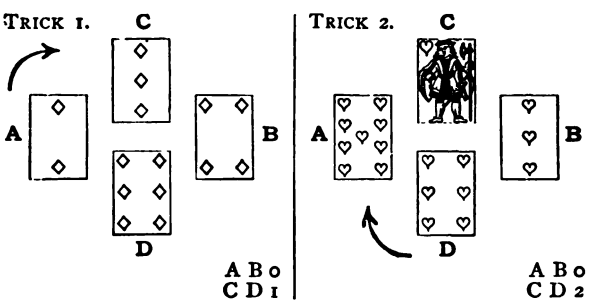
FINE play to hinder the making of opponents' pronounced suit.

Score, A B, 5; C D, 2. K. h. turned.

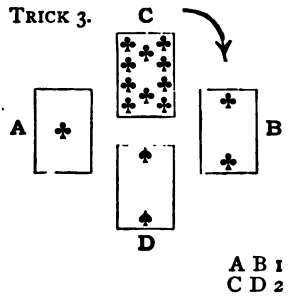
D'S HAND.

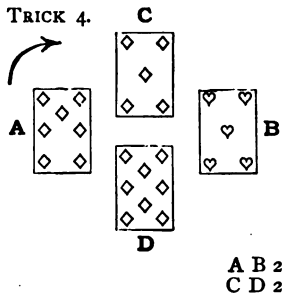
S. 4, 3, 2.
H. A., k., 8, 6, 2.
C.
D. Qu., kn., 9, 8, 6.

THE PLAY.



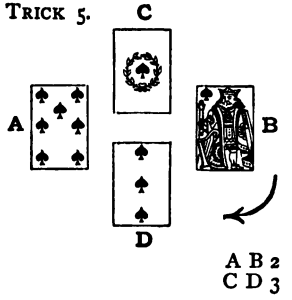
A had four diamonds originally and not the ace.

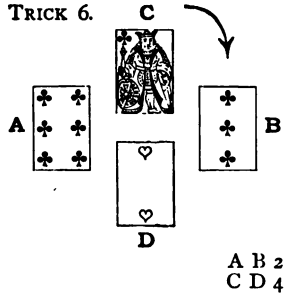




D notes that C has no more trumps, and that A has qu. h.

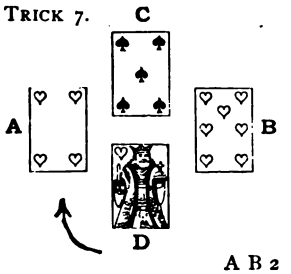
D knows that k. d. and 10 d. are with A and the ace alone with C., and plans to prevent the making of either of A's cards.





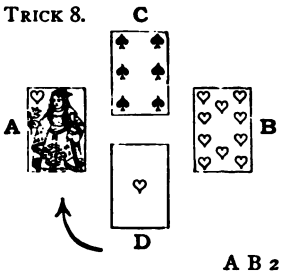
C has led from the sequence and must have had five. D's spades can be thrown upon the clubs by and by. Two trumps have fallen from B.

TRICK 7.



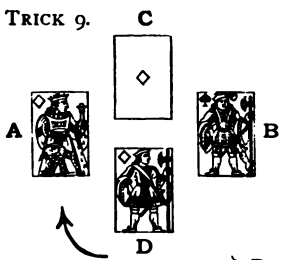
A B 2
C D 5

TRICK 8.



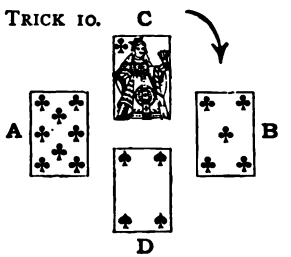
A B 2
C D 6

TRICK 9.



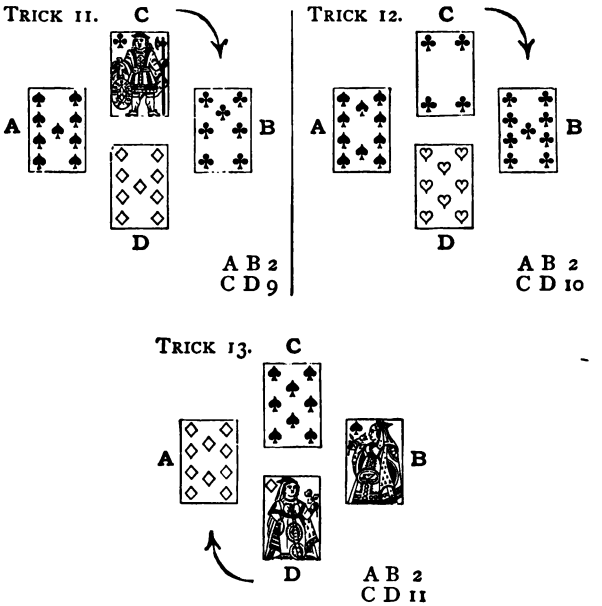
A B 2
C D 7

TRICK 10.



A B 2
C D 8

A could not tell whether C held the tenace or the qu. or the ace. D's play of the kn. mystified him. The play of kn. s. instead of a low club by B was very fine, allowing him to keep control of either suit, but it came too late to save the game.



C D make 5 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

	A'S HAND.	C'S HAND.	B'S HAND.
S.	10, 9, 7.	A., 8, 6, 5.	K., qu., kn.
H.	Qu., 9, 4.	Kn.	10, 7, 5, 3.
C.	A., 8, 6.	K., qu., kn., 10, 4.	9, 7, 5, 3, 2.
D.	K., 10, 7, 2.	A., 5, 3.	4.

HAND 37.

PARISIAN lead from ace and three.

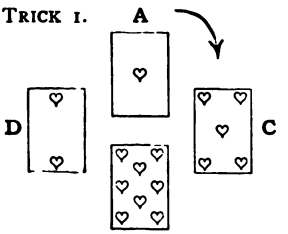
Score, A B, 4; C D, 4. Ace c. turned.

B's HAND.

S. A., k., qu., 10, 8, 2.
H. 8.
C. 7, 6, 3, 2.
D. K., 4.

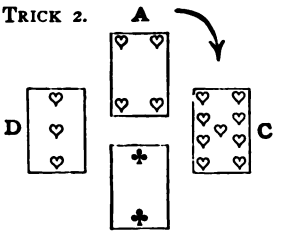
THE PLAY.

TRICK 1.



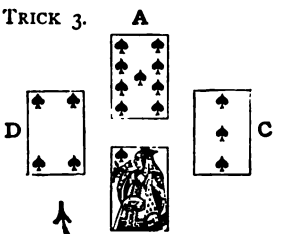
A B 1
C D 0

TRICK 2.



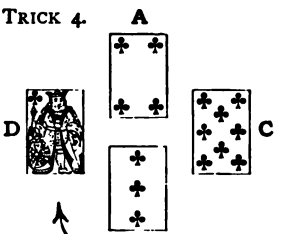
A B 2
C D 0

TRICK 3.



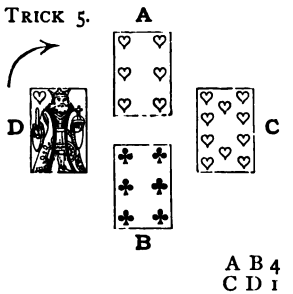
A B 3
C D 0

TRICK 4.

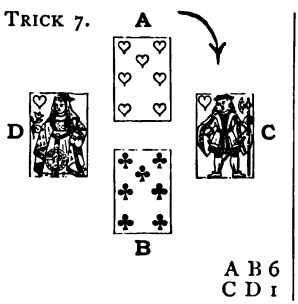


A B 3
C D 1

Trick 4. The trump purposely led by B, to induce the heart play if the lead should be thrown.



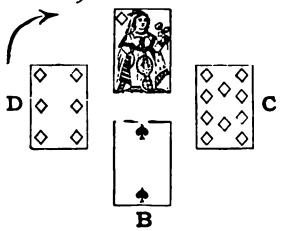
The diamond lead very fine. It will determine situation of the ace, and in any event throw the lead.



The 7 h., to force the other trump, as B had announced four, and the hearts evidently were divided.

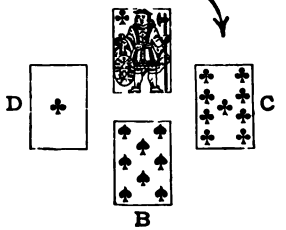
The k. d. a shrewd play to throw the lead, for there are no more hearts to force with.

TRICK 9.



A B 7
C D 2

TRICK 10.

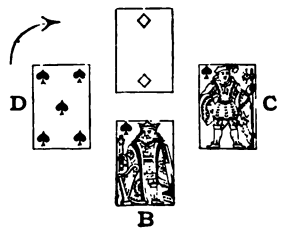


A B 7
C D 3

B saw that it could not matter what D should lead. The spade could not be given him by his partner, and his partner would play trumps if a chance were given him.

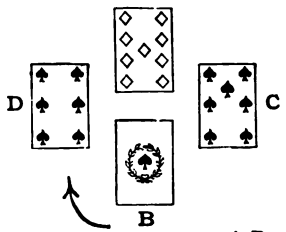
C could gain nothing by the play of the qu. Beside, D might hold the ace only.

TRICK 11.



A B 8
C D 3

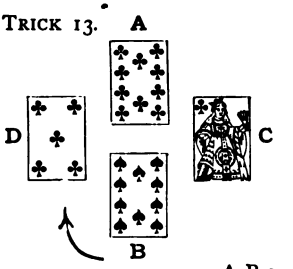
TRICK 12.



A B 9
C D 3

It was evident that if D did not lead a spade, C on taking the trump trick must do so.

TRICK 13.



A B 9
C D 4

A B have 3 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	5, 6, 4.	9.	Kn., 7, 3.
H.	K., qu., 3, 2.	A., 7, 6, 4.	Kn., 10, 9, 5.
C.	A., k., 5.	Kn., 10, 4.	Qu., 9, 8.
D.	A., 6, 5.	Qu., kn., 9, 3, 2.	10, 8, 7.

REMARKS. — The argument for the play of the Parisian clubs is clearly illustrated by this hand. If A had led fourth best, he could not have won. Their best players insist that whenever the cards below ace are so small that by the play of any one of them an honour is not brought out, the proper lead is ace, then small.

HAND 38.

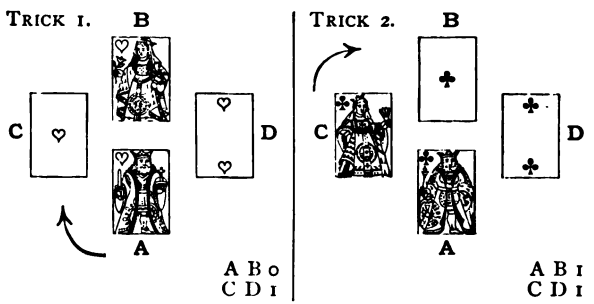
IRREGULAR lead. Parisian play for the game.

Score, A B, 2; C D, 6. 9 s. turned.

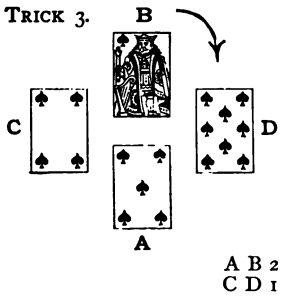
A's HAND.

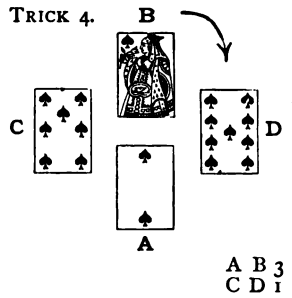
S. A., 10, 6, 5, 3, 2.
H. K., 10, 9, 5, 4.
C. K.
D. Qu.

THE PLAY.



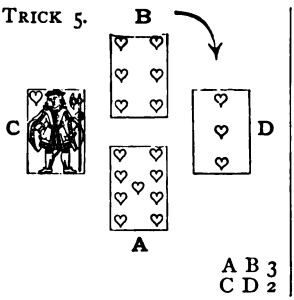
The k. h. irregular rather than the trump, the 10 and 9 as good to hold as the k., and the lead must be thrown. B sees that the lead is purposely irregular, and throws qu. He can have but one more of the suit.

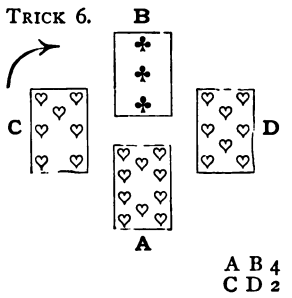




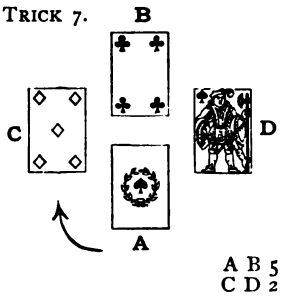
The plot thickens when k. c. is played, and B at once plays trump.

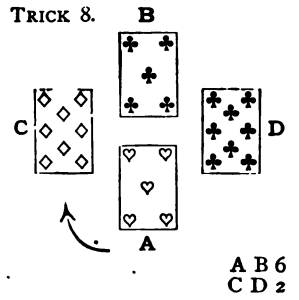
The 3 s. does not fall. Then A had six spades. It is safe to play his suit and help to clear it.



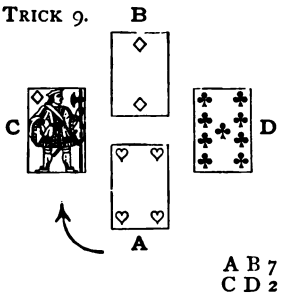


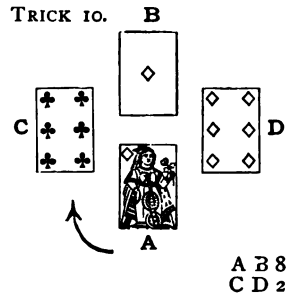
The 7 h. to be trumped, if possible, by D, and so save the game.





It is now merely a question of the ace d., and the forced discards may inform of that and insure its play, wherever it is, upon the qu. led.





Tricks 11, 12, and 13. The trumps of A must make. A B have 5 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	7, 4.	K., qu.	Kn., 9, 8.
H.	A., kn., 7.	Qu., 6.	8, 3, 2.
C.	Qu., kn., 10, 7, 6.	A., 5, 4, 3.	9, 8, 2.
D.	Kn., 8, 5.	A., 9, 4, 3, 2.	K., 10, 7, 6.

REMARKS. — This is a very daring and peculiar irregular lead and play for five points. The argument was that, notwithstanding there were six trumps, they could be forced to the loss of a trick. Even though partner held (as A had to give him) the ace of clubs and diamonds, the hand can be beaten if trumps are led. The mental analysis was made by the player at the beginning. It will be seen that, if A led the fourth-best trump, clubs and diamonds must be trumped by him. The high cards of those suits are no better than his hearts, unless phenomenally held. He must be forced before he could draw the last trump. It was very far to look, but Molier saw that he could be forced twice, and a ten-ace would ruin his game. He played, therefore, for any single ace and any high trump against him. Such display as this cannot be recommended to be made by experts even, since there are few who could carry in calculation such play successfully through. The lead of the fourth-best heart, if all the cards had been played to the purpose, might have won the game ; but that is not the point. The lead of a trump, and afterward the heart play, would not have won. By any ordinary play the game cannot be won, unless by accident. The plan that regarded the rank of the cards, and its execution, is what makes the hand interesting.

HAND 39.

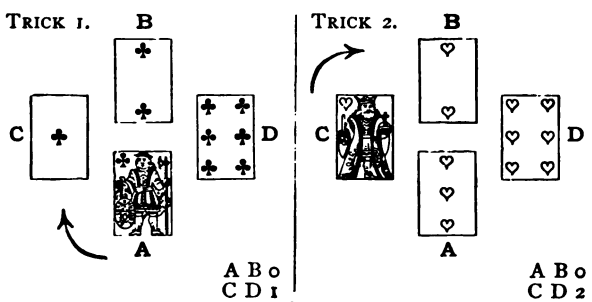
PARISIAN lead and play. A finely contested hand.

Score, A B, 6; C D, 6. 8 c. turned.

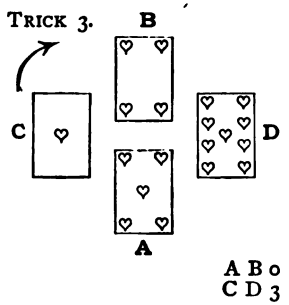
A'S HAND.

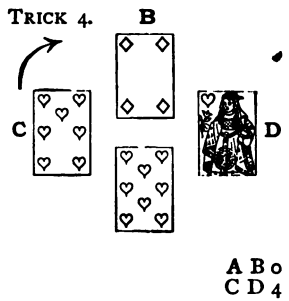
S. 7, 5, 2.
H. Kn., 8, 5, 3.
C. K., kn., 10, 4.
D. A., k.

THE PLAY.



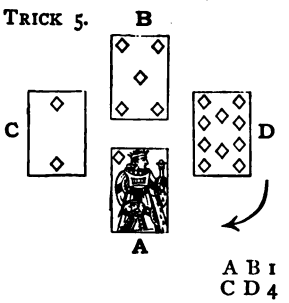
C does not pass kn. led. If the lead is from head or foot of sequence, it had best be taken; and if from k., kn., 10, the k. would not be played upon a lead to A. It is evident that, if the 4 c. had been led, the qu. would have taken the trick.

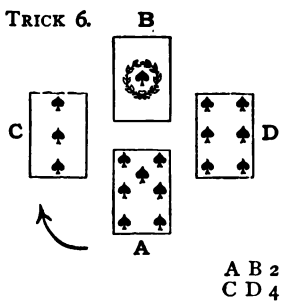




C plays the hearts to note if a call is made by D, who has played the 6 c. on a follow, and now plays 6 h. D may hold k., qu., and more clubs beside the 8 turned.

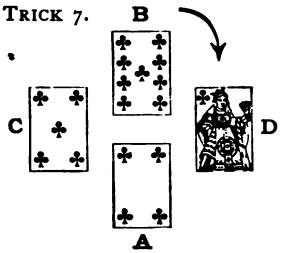
B will not trump the heart, for he wants two leads of trumps through D. He also cares to show that spades is his suit.





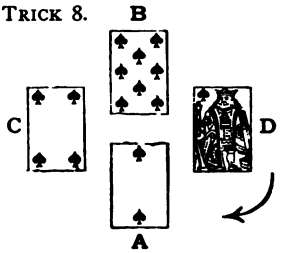
B must not finesse.

TRICK 7.



A B 2
C D 5

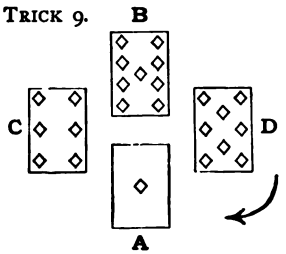
TRICK 8.



A B 2
C D 6

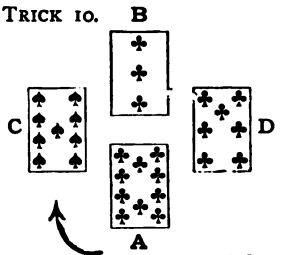
This is fine play. B leads a card which must take if D passes. D, playing qu., compels k., and after one more round leaves him with best trump; but A declines to take the qu., forcing the lead.

TRICK 9.

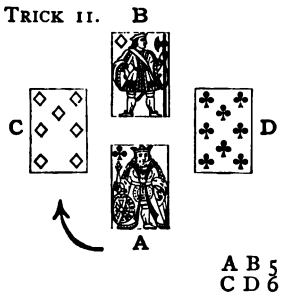


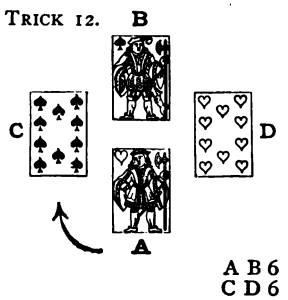
A B 3
C D 6

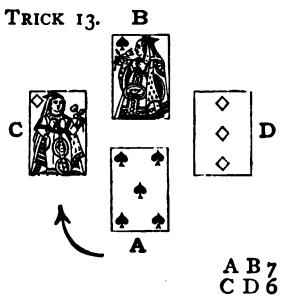
TRICK 10.



A B 4
C D 6







A B have the odd card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. 10, 9, 4, 3.	A., qu., kn., 8.	K., 6.
H. A., k., 7.	4, 2.	Qu., 10, 9, 6.
C. A., 5.	9, 3, 2.	Qu., 8, 7, 6.
D. Qu., 7, 6, 2.	Kn., 9, 5, 4.	10, 8, 3.

REMARKS. — This close play is notable, since its result could, by careless management, have been so easily changed. The hand was lost or won at several stages, according to the action of the player.

HAND 40.

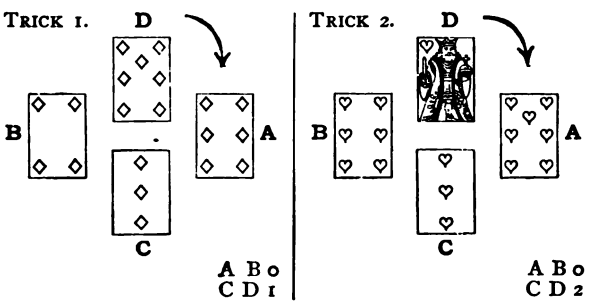
FINESSE by speculation.

Score, A B, 6; C D, 2. Kn. h. turned.

C's HAND.

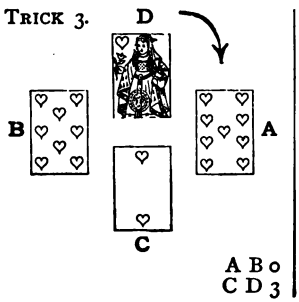
S. 6, 5, 4.
H. A., 10, 4, 3, 2.
C.
D. A., 10, 9, 3, 2.

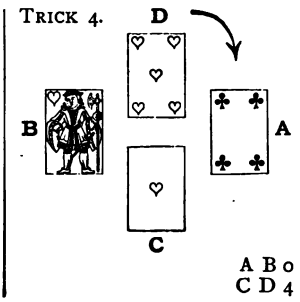
THE PLAY.

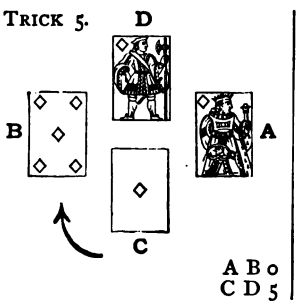


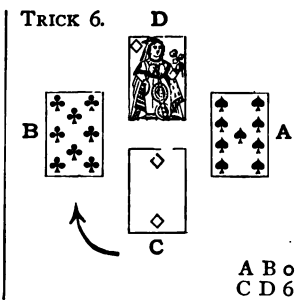
The 3 d. the finesse by speculation. See remarks.

The powerful finesse demands the play of the highest trump.





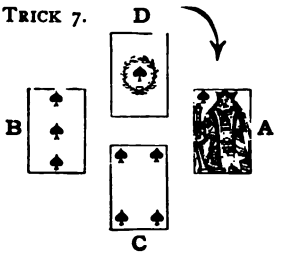




K. d. must fall. D throws kn., to clear the suit for C. Of course C will continue the diamonds.

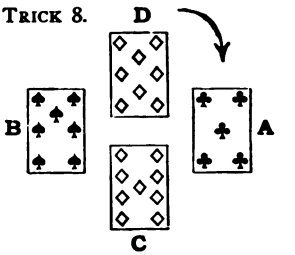
A sees that the game is lost unless his partner holds ace s. or ace c. and the opponents are forced to lead the suit.

TRICK 7.



A B o
C D 7

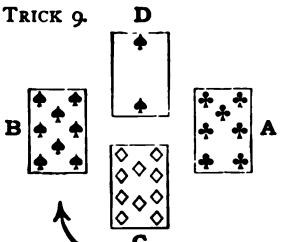
TRICK 8.



A B o
C D 8

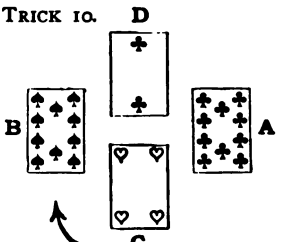
D throws ace s., to determine at once the fate of the game.

TRICK 9.



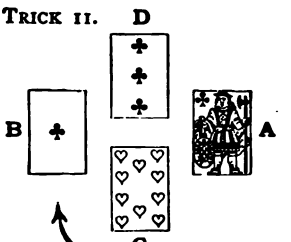
A B o
C D 9

TRICK 10.



A B o
C D 10

TRICK 11.



A B o
C D 11

Tricks 12 and 13. A makes the two spades, but C D have already won the game.

THE HANDS (C's HAS BEEN GIVEN).

	B's HAND.	D's HAND.	A's HAND.
S.	10, 8, 7, 3.	A., 2.	K., qu., kn., 9.
H.	Kn., 8, 6.	K., qu., 5.	9, 7.
C.	A., k., qu., 8.	9, 6, 3, 2.	Kn., 10, 7, 5, 4.
D.	5, 4.	Qu., kn., 8, 7.	K., 6.

REMARKS. — Trick 1. Three things are evident to C by the fall of the cards: First, D has led from k., kn., 8, 7, or qu., kn., 8, 7; second, the k. d. is probably A's only remaining card in the suit; and, third, if k. d. is on the left, it must make. The finesse is against that card or the qu. Two things more are probable: First, that A is not calling because C has five trumps; second, clubs is the opponent's suit.

The rest of the hand is as well played as it can be played by all the players; but C D are at once in position, because of the correct play of both upon the first lead and follow, to make the game before the adversaries can secure a trick.

HAND 41.

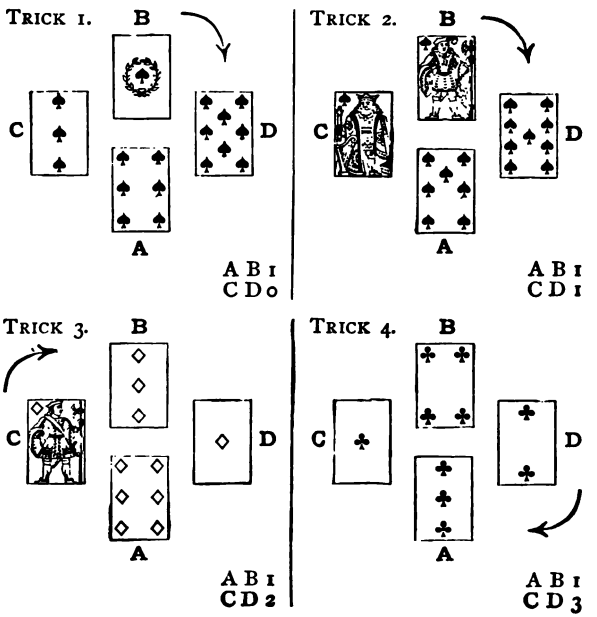
FINESSE by speculation. No. 2.

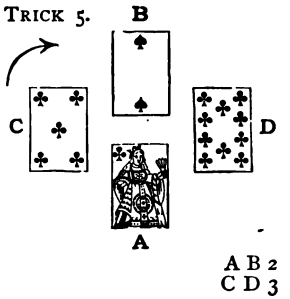
Score, A B, 4; C D, 4. Ace c. turned.

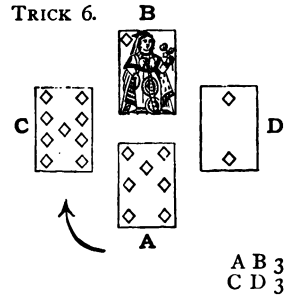
A'S HAND.

S. 7, 6.
H. A., kn., 5, 4.
C. K., qu., 9, 3.
D. K., 7, 6.

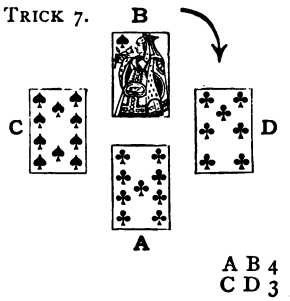
THE PLAY.

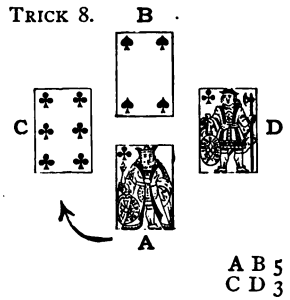


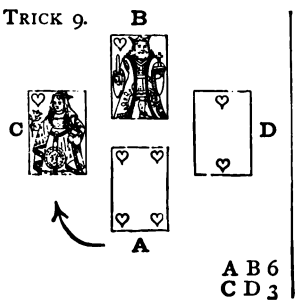


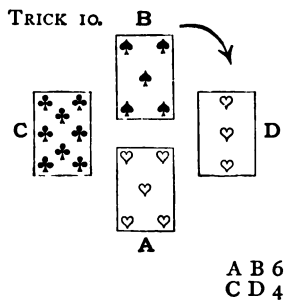


The 7 d. underplay finesse by speculation.

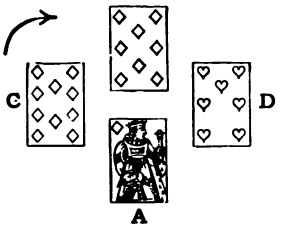






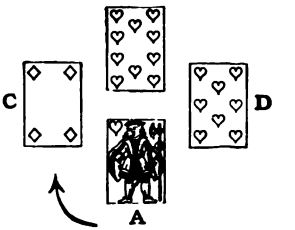


TRICK 11.



A B 7
C D 4

TRICK 12.



A B 8
C D 4

Trick 13. A takes with ace h., and A B make 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	K., 10, 3.	A., qu., kn., 5, 4, 2.	9, 8.
H.	Qu.	K., 10, 6.	9, 8, 7, 3, 2.
C.	A., 8, 6, 5.	4.	Kn., 10, 7, 2.
D.	Kn., 10, 9, 5, 4.	Qu., 8, 3.	A., 2.

REMARKS. — The finesse by speculation is when, holding sure tricks in other suits, and even it may be in the suits played, you pass that partner may take, risking the play of third hand.

It is, also, when you lead to partner a suit expecting him to take and lead you another of which he holds the best, that will be trumped by your right-hand adversary and overtrumped by you, or else will make, and partner will have another lead.

HAND 42.

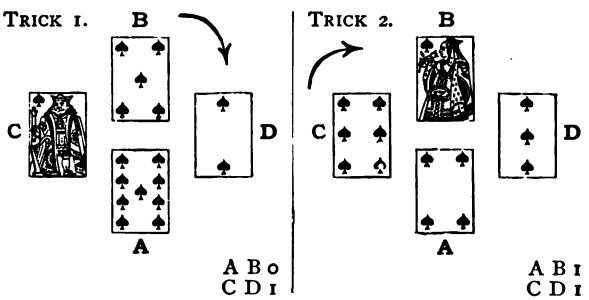
THE long finesse.

Score, A B, 5; C D, 6. 2 c. turned.

A'S HAND.

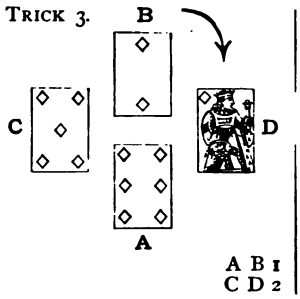
S. A., 10, 9, 4.
H. K., 10, 3.
C. 7, 6, 5.
D. Kn., 7, 6.

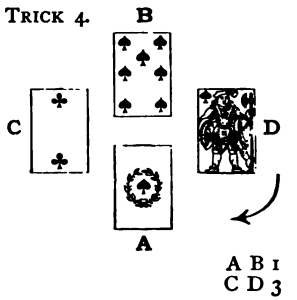
THE PLAY.



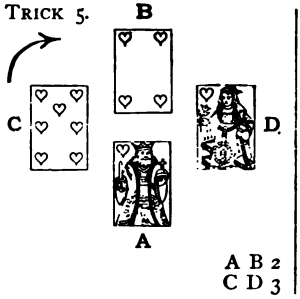
The 9 s. the deep finesse on partner's lead. See remarks.

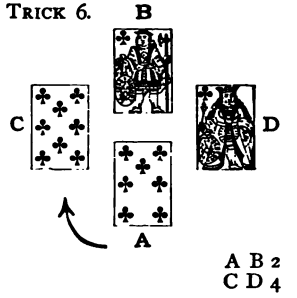
The 6 s., in order to trump next lead of spades. B plays qu., since, if ace and kn. are on his left, both must make.





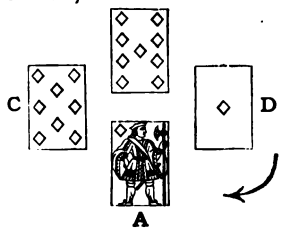
C wins the ace that many a player would argue A should have made. He does not see the issue, nor count the cost of his own instant gain.





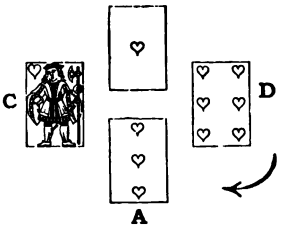
If now D leads a small heart, and C does not finesse, his only possible chance for saving the game is gone.

TRICK 7.



A B 2
C D 5

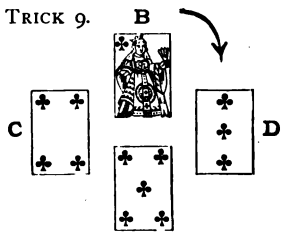
TRICK 8.



A B 3
C D 5

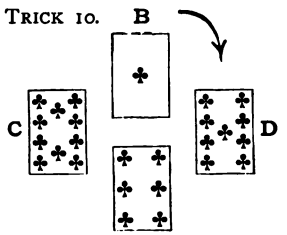
The kn. d., to be out of partner's way upon his original lead.

TRICK 9.



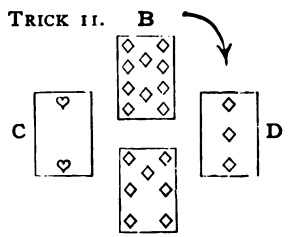
A B 4
C D 5

TRICK 10.



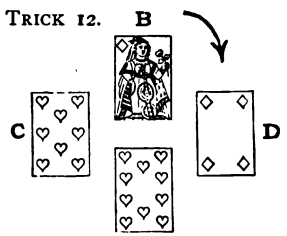
A B 5
C D 5

TRICK 11.



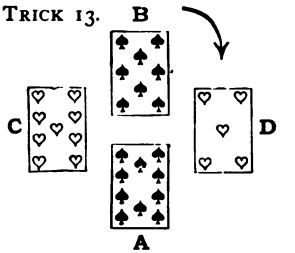
A B 6
C D 5

TRICK 12.



A B 7
C D 5

TRICK 13.



A B 8
C D 5

A B make 2 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. K., 6.	Qu., 8, 7, 5.	Kn., 3, 2.
H. Kn., 9, 8, 7, 2.	A., 4.	Qu., 6, 5.
C. 10, 8, 4, 2.	A., qu., kn.	K., 9, 3.
D. 8, 5.	Qu., 10, 9, 2.	A., k., 4, 3.

REMARKS. — Suppose A had taken the first trick with the ace. What should he have led? If a spade, would not the k. take? Would not the qu. afterward be trumped? The difference is very great, holding differently constituted hands, whether or not A gives up control at once of his partner's suit. A's weakness in trumps proved to be the strength of the hand. If he had taken the spade originally led, he could not have made the game.

HAND 43.

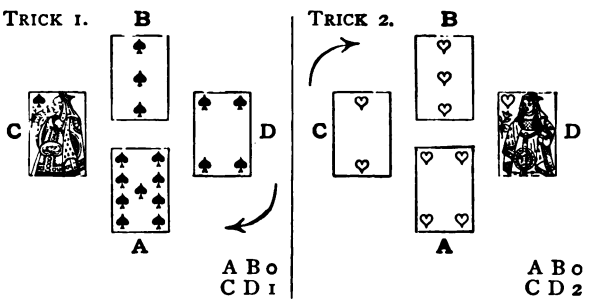
FINESSE by trial. No. 1.

Score, A B, 5; C D, 6. 4 c. turned

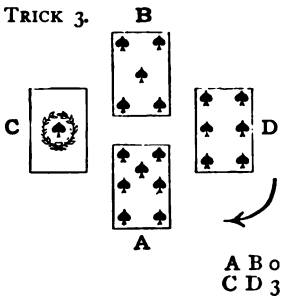
A'S HAND.

S. K., kn., 9, 7.
H. K., 10, 7, 4.
C. A., 8, 6, 3.
D. 10.

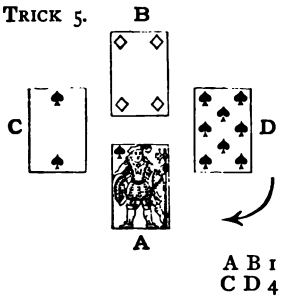
THE PLAY.

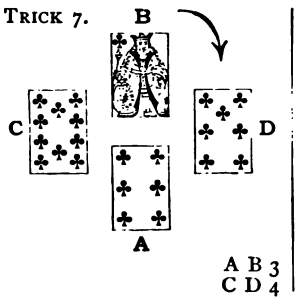


Trick 2. A declines to take the qu.

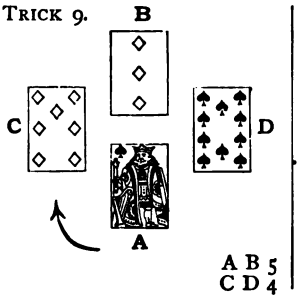


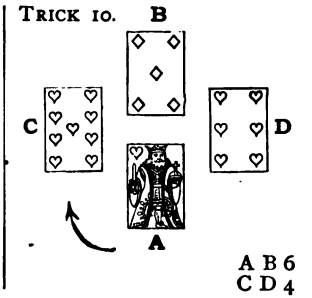
Trick 3. The finesse by trial and call for trumps.

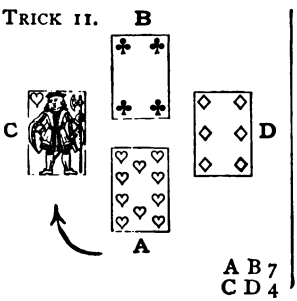


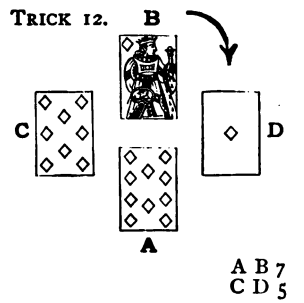


B returned k. c. without regard to number, and now plays the 5 because he had turned the 4, which must remain in his hand.

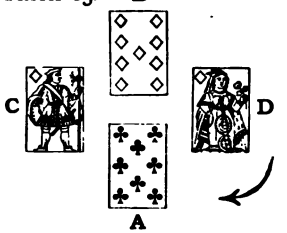








TRICK 13. B



A B 8
C D 5

A B have 2 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. A., qu., 2.	5, 3.	10, 8, 6, 4.
H. Kn., 9, 5, 2.	8, 3.	A., qu., 6.
C. 10, 9.	K., qu., 5, 4.	Kn., 7, 2.
D. Kn., 8, 7, 2.	K., 9, 5, 4, 3.	A., qu., 6.

REMARKS. — The finesse by trial is when right-hand adversary has led and you play a card on which one much higher is thrown by left-hand opponent, and the next time the suit is led you play a lower one, it may be, for third hand has shown his strength.

HAND 44.

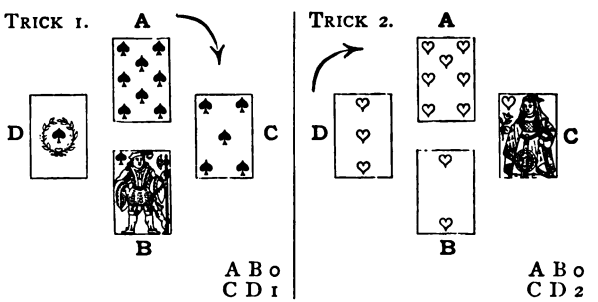
FINESSE by trial. No. 2.

Score, A B, 3; C D, 6. K. h. turned.

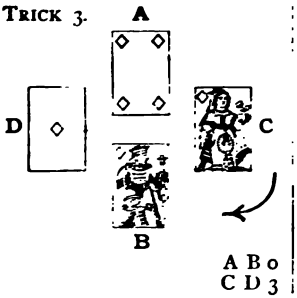
B's HAND.

S. Qu., kn., 2.
H. A., 9, 5, 2.
C. A., kn., 10, 9, 7.
D. K.

THE PLAY.

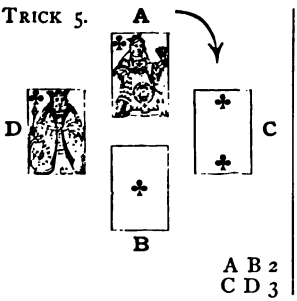


B has read k., 10, 9 s. in his partner's hand, and declines to take the qu. h. C, before returning the trump, prefers to show his best suit, throwing the lead.



There is now need for D to follow his plan with the trump suit.

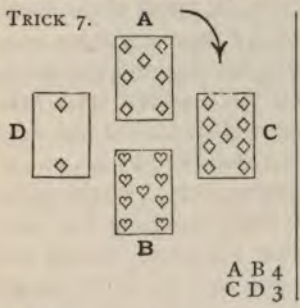
A makes the finesse by trial. The 7 has drawn the qu., and the 8 may either draw the ace or take the trick, if that card is, in order to help make A's spades, held up by B. The qu. has been played, the k. was turned, and the kn. played now would seem to many to be the very card to assist the partner. But it was not the partner of A who asked for assistance in trumps, and the kn. may be useful.

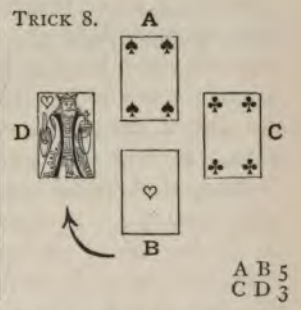


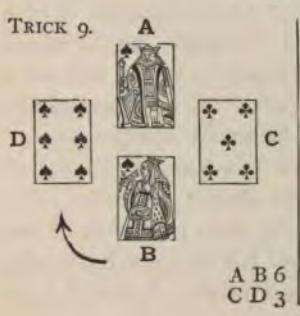
A, taking the trick with the 8, must play neither spade nor diamond, and is forced to throw the sin-

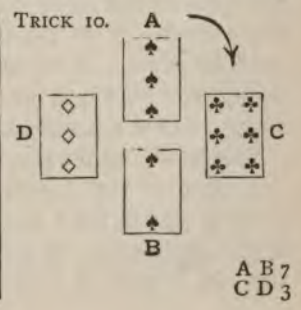
gleton. B plays ace c. that he may force with spade, but k. falling, he forces with kn. c.

D plays 10 h. with surety that he shall take the trick, and intends next to lead a diamond. He places ace h. with A and kn. h. with B. The value of A's finesse is made apparent. The ace h. and 9 h. are now pronounced in B's hand. B can have no more diamonds. The spades may be divided; but as it cost the ace to take the kn., it is evident that D has not the qu. There are but three spades in all the hands but A's, and B may have but one of them. A therefore forces with the diamond.









Tricks 11, 12 and 13. A plays 10. 9. 7 s., and A B make 4 by card and game.

THE HANDS (B's HAS BEEN GIVEN).

D's HAND.	A's HAND.	C's HAND.
S. A., 6.	K., 10, 9, 8, 7, 4, 3.	5.
H. K., 10, 6, 3.	Kn., 8, 7.	Qu., 4.
C. K.	Qu.	S. 6, 5, 4, 3, 2.
D. A., 8, 6, 5, 3, 2.	7, 4.	Qu., kn., 10, 9.

REMARKS. — If D had led ace d. in second trick rather than a trump, and afterward forced with a diamond, B would trump, and the result of the hand is in the trump holding. A B have the spades, perhaps the clubs, but C D have the diamond suit solid. B would know after taking the diamond trick that the risk of drawing trumps with k. turned was very great. B's best play is ace c., followed by kn. c. If D trumped, A would overtrump, but D would probably throw 6 s. B could safely continue his suit. If D, determined on saving the game, passed the clubs (kn. 10, 9), B must play qu. s. If B passed this also, he will retain but a single diamond to give his partner. If he passed the spade led, he would save the game. If he trumped the spade, and led a trump, he would lose the game. If he trumped the spade and led a diamond, he would lose the game.

The hand and the play of it is most significant of the value of the American system of leads. The original play of the 8 was the plain informant of the actual cards held. If A had led in accordance with the old system of Pole and others, B would have

been justified in taking the trump when led, and in at once playing his club suit. In that case, or by any other mode of play, C D would have saved the game. The hand, properly begun and played to the fourth trick, was strengthened by A's fine finesse. At the sixth trick D was uncertain whether A or B held the kn. h. If he was overtrumped, which circumstance he did not anticipate, the 10 was as likely as the k. to bring the ace. D was confident when the kn. c. was led that he would save the game, and also, if he could force the diamond, that A B could not make more than 2 or 3 by card. The lead, the refusal of B, on account of the lead, to take the first trick in trumps, the finesse of A, and the force of the kn. c. are the features of the play.

HAND 45.

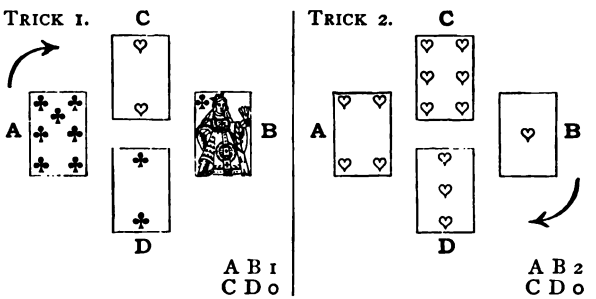
FINESSE upon the partner. No. 1.

Score, A B, 0; C D, 0. 7 d. turned.

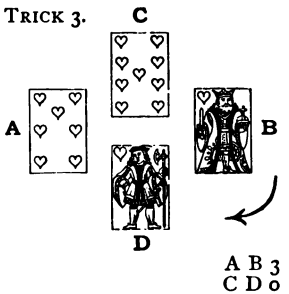
D'S HAND.

S. A., 6, 4.
H. Kn., 3.
C. A., k., 10, 5, 4, 2.
D. 8, 7.

THE PLAY.

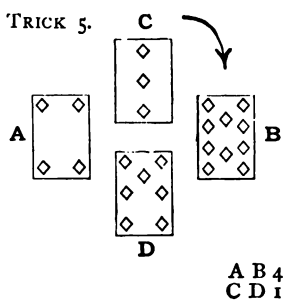


C has no clubs, does not call for trumps, but shows four, and that spades is his best suit. It is evident that the lead is from kn., 9, 8, 7.

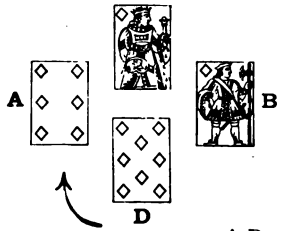


B is in a quandary. His partner cannot have both ace and k. c., and D must be holding them, or one of them, for a purpose. If B leads another heart, it will be trumped or taken by D. There has been no call. B decides to lead up to the probable spade hand to throw the lead.

The finesse upon the partner. The spade must be C's suit, and D forces him to take the trick that he may lead the trump.

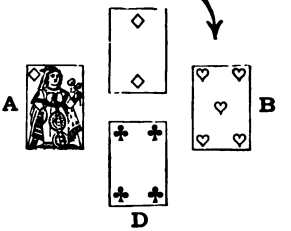


TRICK 7.



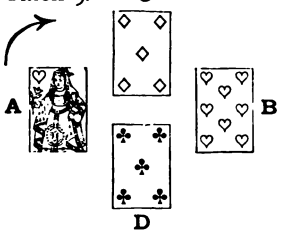
A B 4
C D 3

TRICK 8.



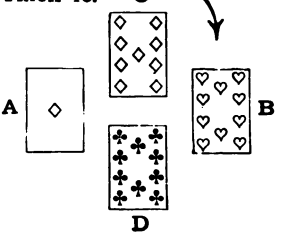
A B 5
C D 3

TRICK 9.



A B 5
C D 4

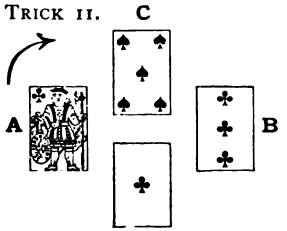
TRICK 10.



A B 6
C D 4

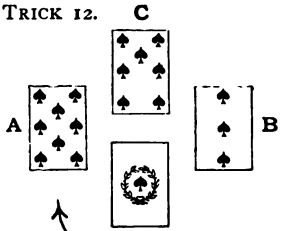
C reasons that if A holds ace s. the game is lost, but if D has it and a small one the game is won, and plays to force the lead.

TRICK 11.



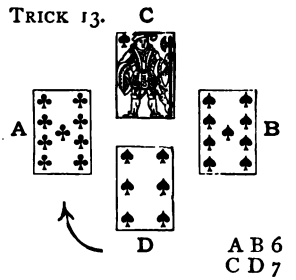
A B 6
C D 5

TRICK 12.



A B 6
C D 6

TRICK 13.



C D have the odd card and game.

THE HANDS (D'S HAS BEEN GIVEN).

A'S HAND.	C'S HAND.	B'S HAND.
S. Qu., 8.	K., kn., 7, 5, 2.	10, 9, 3.
H. Qu., 7, 4.	9, 6, 2.	A., k., 10, 8, 5.
C. Kn., 9, 8, 7.		Qu., 6, 3.
D. A., qu., 6, 4.	K., 9, 5, 3, 2.	Kn., 10.

REMARKS. — If D had taken (Trick 1) qu. c. with k. and led ace s., etc., and C had forced the play of trumps, the result would have been the same, but that argues nothing. The merit of D's play lies in holding positive command of the opponent's suit and playing the finesse upon the partner. *A. W. I.*, page 226.

HAND 46.

FINESSE upon the partner. No. 2.

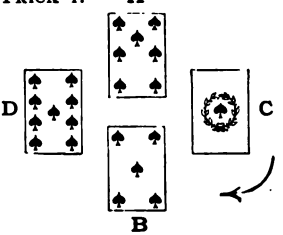
Score, A B, 2 ; C D, 5. Kn. c. turned.

B's HAND.

S. 8, 5.
H. K., 10, 4, 3.
C. K., 8, 5, 2.
D. K., qu., 3.

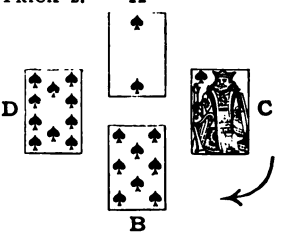
THE PLAY.

TRICK 1.



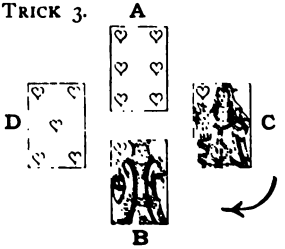
A B 0
C D 1

TRICK 2.



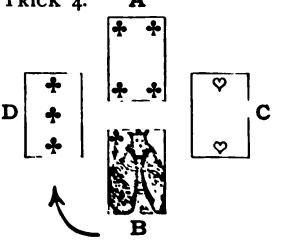
A B 0
C D 2

TRICK 3.



A B 1
C D 2

TRICK 4.

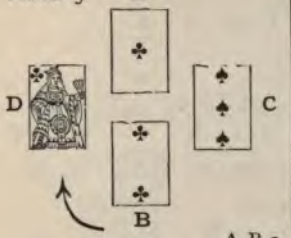


A B 2
C D 2

The call for trumps on an original lead insists upon the k. h. as the instant following third play. Should ace (third hand) take the trick, the suit is not established. B holds the 10 guarded.

The k. c., kn. turned, the proper play irrespective of number.

TRICK 5.



A B 3
C D 2

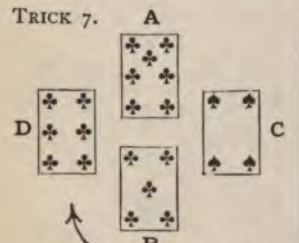
TRICK 6.

A B 4
C D 2

Qu. c. second, for ace and kn. must make, and D had better throw the lead. He needs but one trick to save the game. In hearts or diamonds his partner may make that, and, if not played through again, he has the 10 c. guarded.

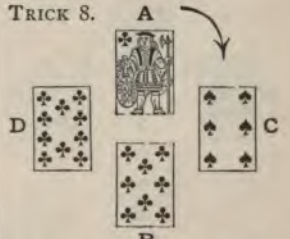
A defeats D's plan by the irregular lead of the diamond, which is probably B's suit.

TRICK 7.



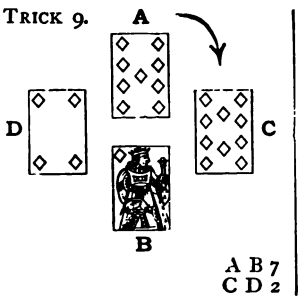
A B 5
C D 2

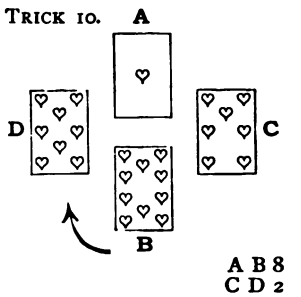
TRICK 8.

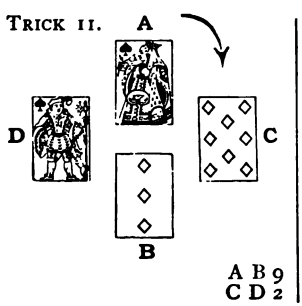


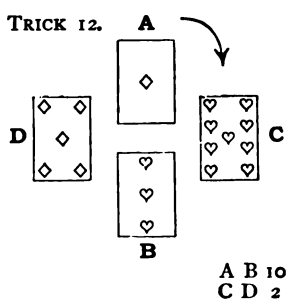
A B 6
C D 2

Trick 7. B shows that he has another club. It may be the 10, but A will not leave D with his last trump.

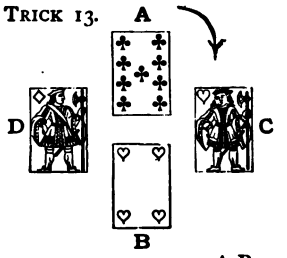








TRICK 13.



A B 11
C D 2

A B make 5 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	Kn., 10, 9.	Qu., 7, 2.	A., k., 6, 4, 3.
H.	8, 5.	A., 6.	Qu., kn., 9, 7, 2.
C.	Qu., 10, 6, 3.	A., kn., 9, 7, 4.	
D.	Kn., 5, 4, 2.	A., 9, 6.	10, 8, 7.

REMARKS. — Finesse upon the partner may demand of that partner not only the play, but the lead also, of the best card of his best suit.

HAND 47.

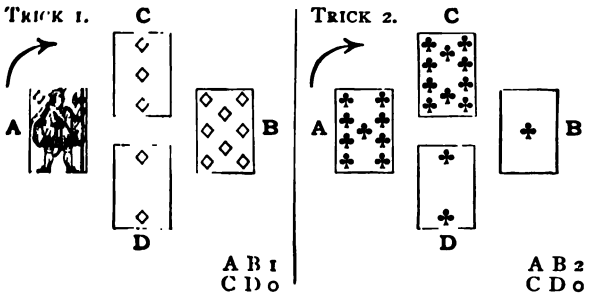
THE return finesse.

Score, A B, 4; C D, 4. Kn. c. turned.

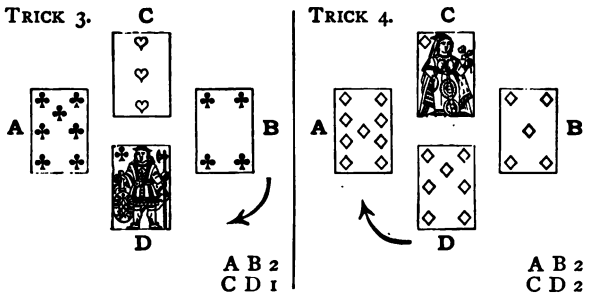
D's HAND.

S. Kn.
H. K., 8, 6, 4.
C. K., qu., kn., 5, 2.
D. A., 7, 2.

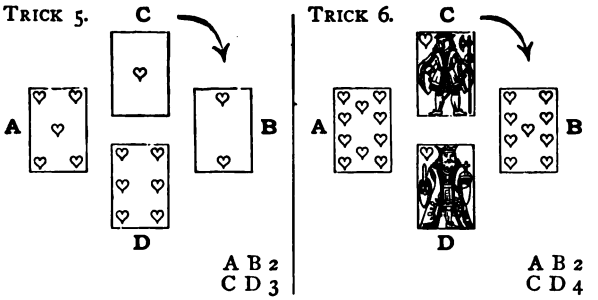
THE PLAY.



The 8 is evidently a call. As the kn. is not taken, the inference that A draws is that B holds the strength. It is equally evident to D that upon the play of the 8 such inference will be drawn, and he declines to take the trick.



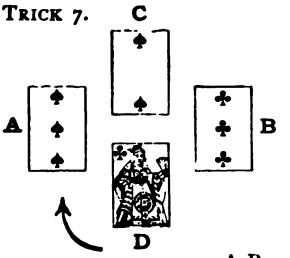
The 7 d. the return finesse, believing C to have finessed the kn. lead. If it should be that B holds both k. and qu. d., no harm is done.



D begins to unblock.

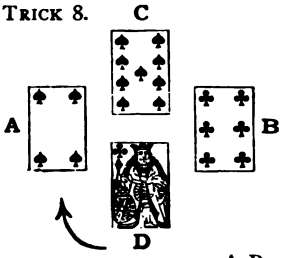
K. h. getting rid of command. C reads the 8 and 4 in D's hand.

TRICK 7.



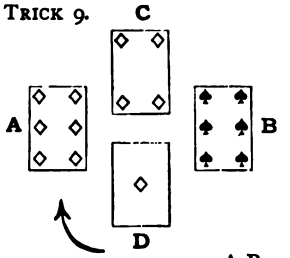
A B 2
C D 5

TRICK 8.



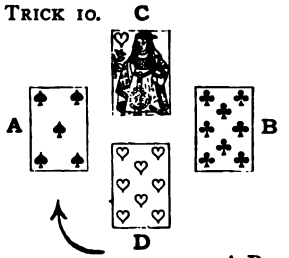
A B 2
C D 6

TRICK 9.



A B 2
C D 7

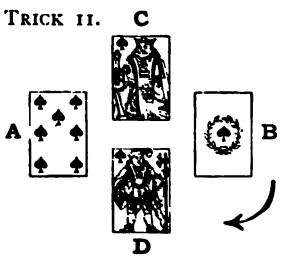
TRICK 10.



A B 3
C D 7

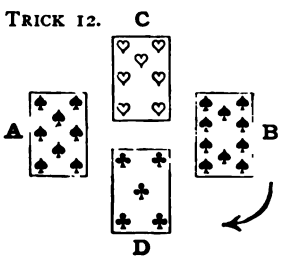
B passes the diamond in hope of a spade lead.

TRICK 11.



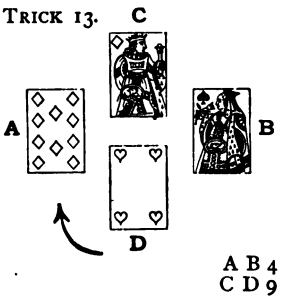
A B 4
C D 7

TRICK 12.



A B 4
C D 8

TRICK 13.



A B 4
C D 9

C D have 3 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

A'S HAND.	C'S HAND.	B'S HAND.
S. 8, 7, 5, 4, 3.	K., 9, 2.	A., qu., 10, 6.
H. 10, 5.	A., qu., kn., 7, 3.	9, 2.
C. 9, 7.	10.	A., 8, 6, 4, 3.
D. Kn., 10, 9, 6.	K, qu., 4, 3.	8, 5.

REMARKS. — The return finesse is made upon the lead of left-hand adversary. When being played through, a card is thrown that it may be he cannot take, because he has already thrown, not his third or fourth best, but his best. Your partner may be in condition to take this trick, and it remains with you to make the finesse, if you care to do so.

HAND 48.

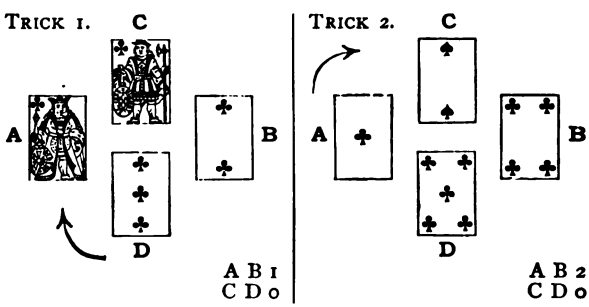
THE force of the eleventh. A Molier game.

Score, A B, 2; C D, 0. K. d. turned.

D's HAND.

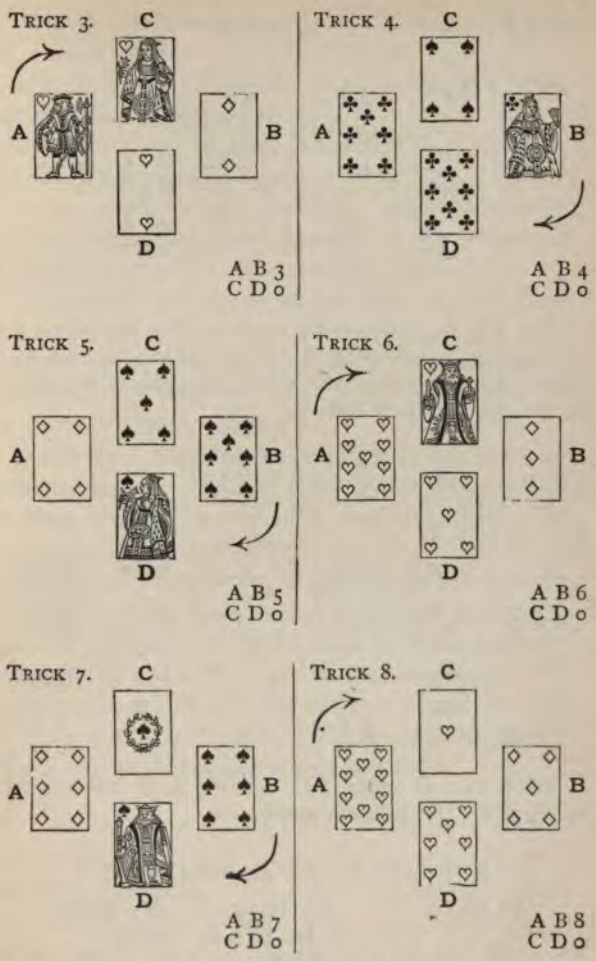
S. K., qu.
H. 8, 7, 5, 2.
C. 9, 8, 5, 3.
D. A., qu., 9.

THE PLAY.

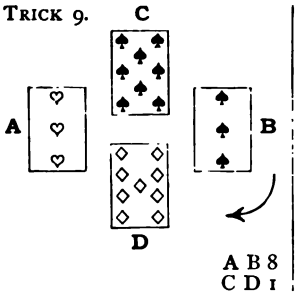


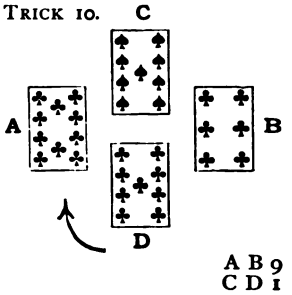
B, who has no hearts and no suit, and who sees that A has but four clubs, does not call for trumps.

A continues the suit. His play may call the qu. from C. If C is to trump, he may as well do so now.



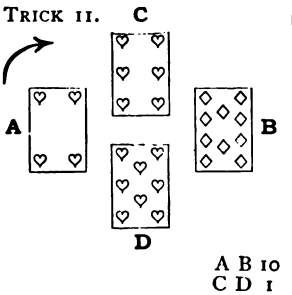
C throws ace s., showing control of suit.

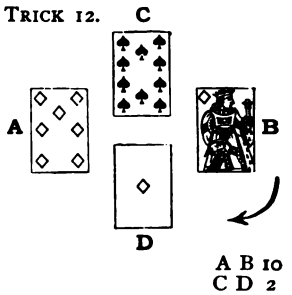




The 9 d. the play of the hand to save the game.

The 9 c., to force the eleventh and throw the lead. There is no better play in whist than this of Molier's in the 9th and 10th rounds.





Trick 13. D takes with qu. d., A B have 4 by card, and C D save the game.

THE HANDS (D'S HAS BEEN GIVEN).

	A'S HAND.	C'S HAND.	B'S HAND.
S.		A., kn., 10, 9, 8, 5, 4, 2.	7, 6, 3.
H.	Kn., 10, 9, 4, 3.	A., k., qu., 6.	
C.	A., k., 10, 7.	Kn.	Qu., 6, 4, 2.
D.	8, 7, 6, 4.		K., kn., 10, 5, 3, 2.

REMARKS. — The second round showed that C had no trump.

The third round showed C's control of the heart suit, of which B had none.

The fifth round showed D that the 10 c. was with A. It also showed no spades with A.

In the ninth round, therefore, after the double ruff had been established, it was clear that B had no more spades, a small club, and three trumps.

If, now, the kn. or 10 d. was with A, the game was lost.

If they were with B — and there was nothing to show that they were not — the game could be saved by no other play than the 9 d.

D saw that if he threw the heart, A would trump and play the 10 c., followed by the low heart, which D must win by overtrumping, and then lead. Of course, the k. d. must make.

If, instead of the heart, D had on the ninth round thrown the club, A would have trumped the spade and led the heart. B would have trumped the heart and led the club. D must take and lead, and the game was lost. By the play of the 9 d. and the lead of the 9 c. the lead must be thrown, and no matter how A played, the major tenace must win.

HAND 49.

THE play of the twelfth, to win or force a trump.

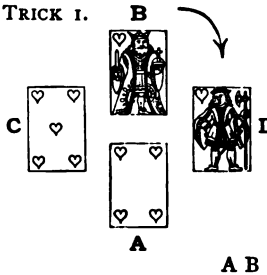
Score, A B, 3; C D, 1. Kn. s. turned.

A'S HAND.

S. A., 10, 8, 4.
H. 7, 4, 2.
C. A., qu., 9, 3.
D. 9, 6.

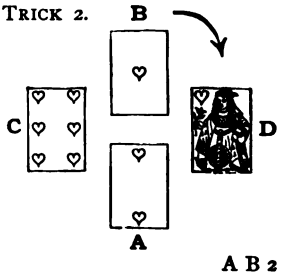
THE PLAY.

TRICK 1.



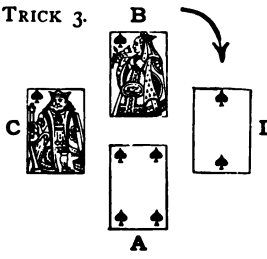
A B 1
C D 0

TRICK 2.



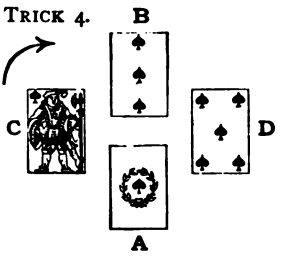
A B 2
C D 0

TRICK 3.



A B 2
C D 1

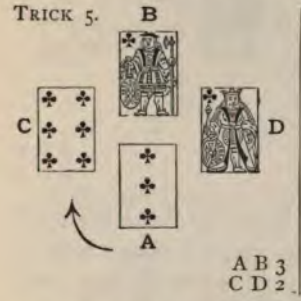
TRICK 4.



A B 3
C D 1

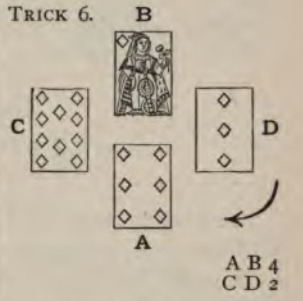
C can use his trump to no advantage, and its play at this time may be of as much service to his partner as any lead that he may make.

TRICK 5.



A B 3
C D 2

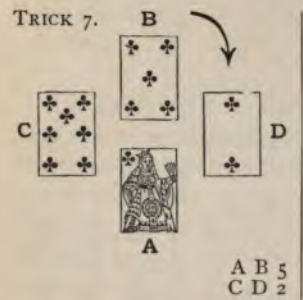
TRICK 6.



A B 4
C D 2

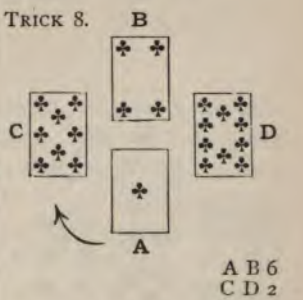
A does not continue the trump. B infers that A has the tenace, or that he declines to lead up to one.

TRICK 7.



A B 5
C D 2

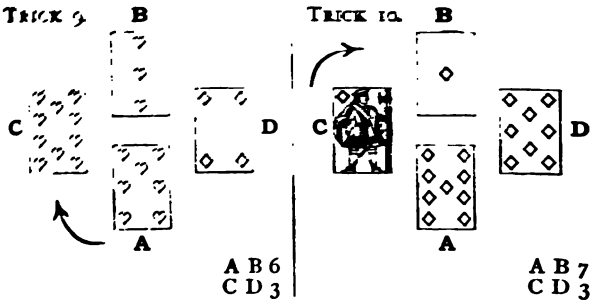
TRICK 8.



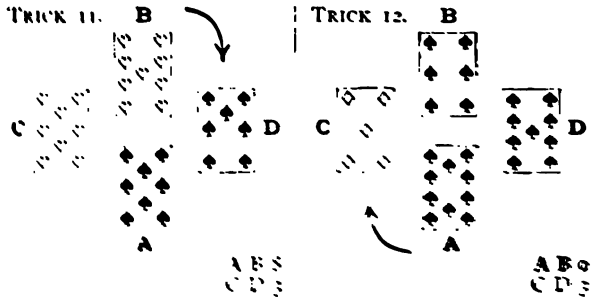
A B 6
C D 2

B is in a quandary. If he leads the trump, he may assist the adversary to make eventually a diamond suit.

A reads no more trumps in C's hand, and the low club led by B induces A to believe that the ace will make.

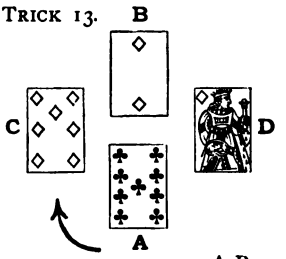


The play to force the 10 h. and to throw the lead. If C has 10 h., it must make, and if it makes now, A must make the tenace in trumps and the last club, if, as the play shows, B has ace d.



B plays twelfth heart to win or force.

TRICK 13.



A B 10
C D 3

A B have 4 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	K., kn.	Qu., 6, 3.	9, 7, 5, 2.
H.	10, 8, 6, 5.	A., k., 9, 3.	Qu., kn.
C.	8, 7, 6.	Kn., 5, 4.	K., 10, 2.
D.	Kn., 10, 7, 5.	A., qu., 2.	K., 8, 4, 3.

REMARKS. — It will be easy to see that great care was taken to make the game. If B had led a heart instead of a club at Trick 7, D would have discarded a club and made a trick. If B had led the spade at Trick 7, and A had taken and drawn the last trump, he must have led either heart or diamond; if a diamond, D must have made the k. The play to force the 10 h. by A (Trick 9) is the proper move for the game, if C held either 10 h. or ace d. This is one of the innumerable cases in which a hand is played from first to last to gain a single trick.

HAND 50.

THE play of the twelfth. Drayson's example. See *A. W. I.*, page 249.

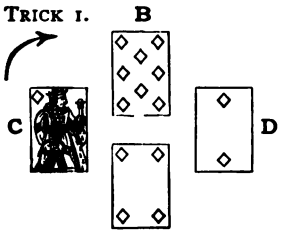
Score, A B, 6; C D, 4. 9 c. turned.

A'S HAND.

S. A., qu., 6, 3, 2.
H. Kn., 9, 6, 5.
C. 9.
D. 7, 5, 4.

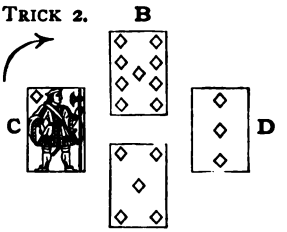
THE PLAY.

TRICK 1.



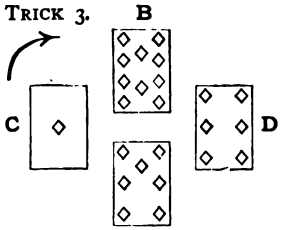
A B 0
C D 1

TRICK 2.



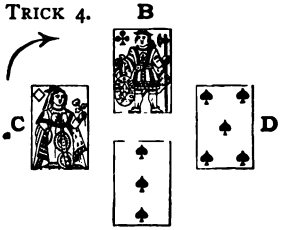
A B 0
C D 2

TRICK 3.



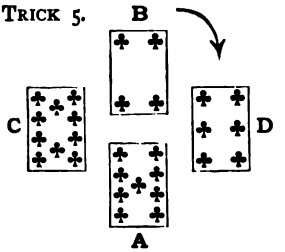
A B 0
C D 3

TRICK 4.



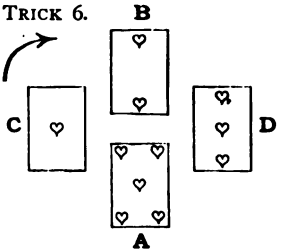
A B 1
C D 3

TRICK 5.



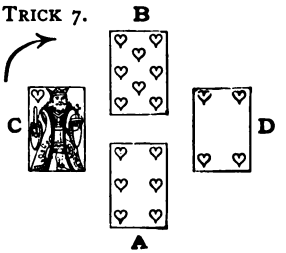
A B 1
C D 4

TRICK 6.



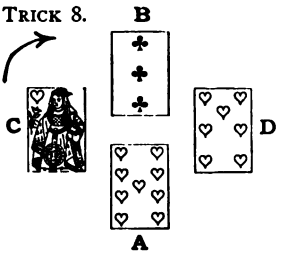
A B 1
C D 5

TRICK 7.



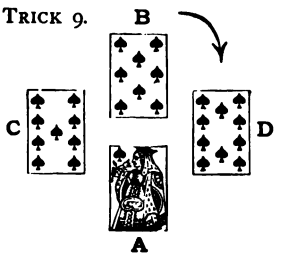
A B 1
C D 6

TRICK 8.



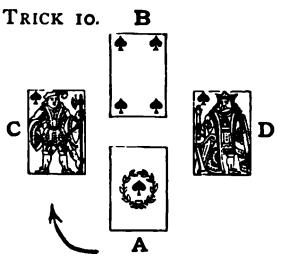
A B 2
C D 6

TRICK 9.

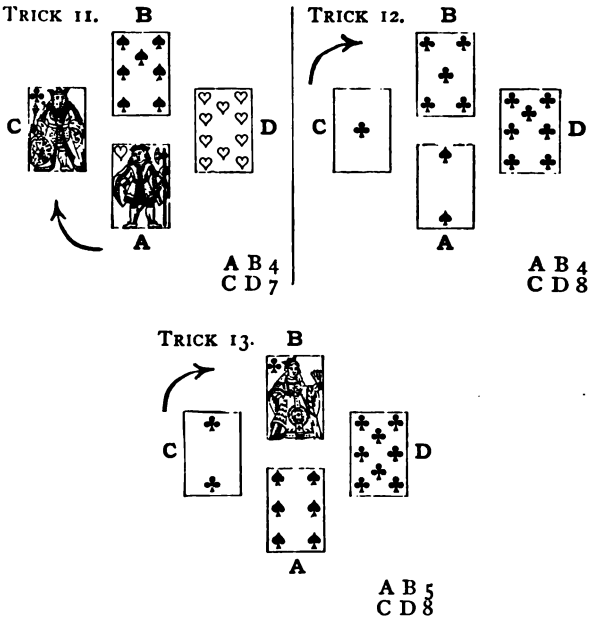


A B 3
C D 6

TRICK 10.



A B 4
C D 6



C D have 2 by card, but A B save the game.

THE HANDS (A's HAS BEEN GIVEN).

C's HAND.	B's HAND.	D's HAND.
S. Kn., 9.	8, 7, 4.	K., 10, 5.
H. A., k., qu.	8, 2.	10, 7, 4, 3.
C. A., k., 10, 2.	Qu., kn., 5, 4.	8, 7, 6.
D. A., k., qu., kn.	10, 9, 8.	6, 3, 2.

REMARKS. — If, at Trick 10, A had played the twelfth, he must have lost the game, because C would have discarded the spade, trumped the ace, and next led and drawn the trumps.

HAND 51.

THE thirteenth.

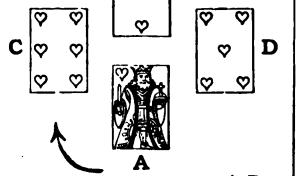
Score, A B, 3; C D, 6. Ace c. turned.

A'S HAND.

S.
H. A., k., qu., 3.
C. Kn., 10, 9, 6, 4.
D. 9, 5, 3, 2.

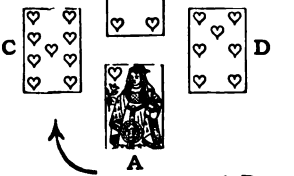
THE PLAY.

TRICK 1.



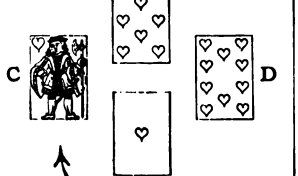
A B 1
C D 0

TRICK 2.



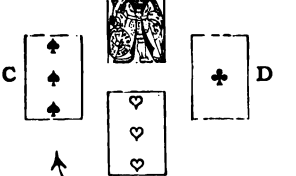
A B 2
C D 0

TRICK 3.



A B 3
C D 0

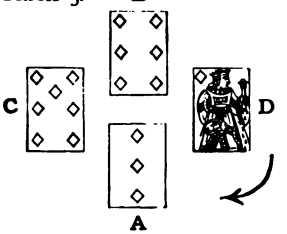
TRICK 4.



A B 3
C D 1

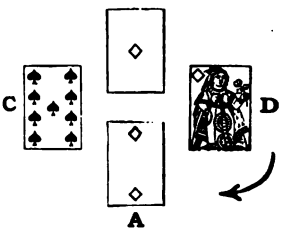
The 3 h. the thirteenth for the best trump.

TRICK 5.



A B 3
C D 2

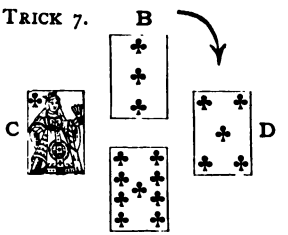
TRICK 6.



A B 4
C D 2

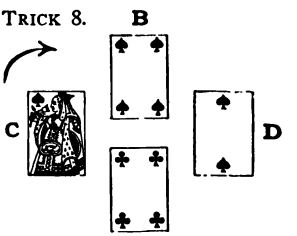
C supposed that D's lead was from ace, k., qu., and one small.

TRICK 7.



A B 4
C D 3

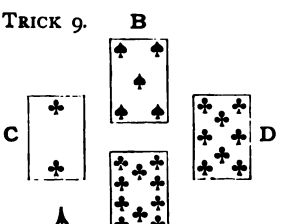
TRICK 8.



A B 5
C D 3

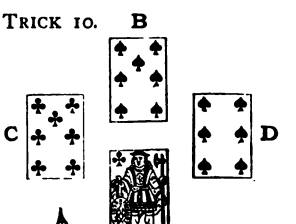
The 3 c. in answer to the call.

TRICK 9.

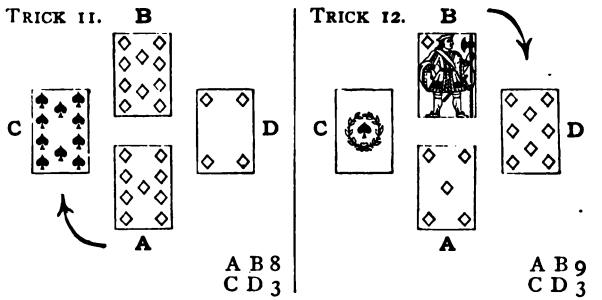


A B 6
C D 3

TRICK 10.



A B 7
C D 3



A makes the last trump, and A B have 4 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	A., k., qu., 10, 9, 3.	8, 7, 5, 4.	Kn., 6, 2.
H.	Kn., 9, 6.	8, 4, 2.	10, 7, 5.
C.	Qu., 7, 2.	K., 3.	A., 8, 5.
D.	7.	A., kn., 10, 6.	K., qu., 8, 4.

REMARKS. — The play of the thirteenth at the early part of the hand was an absolute call for the best trump of B, to draw, if possible, the ace turned. Without the call finished on the sixth round B would have led the trump, trusting to his partner's afterlead to him of the diamond. The cards lay well for the carrying out of A's plan ; but had he originally led a trump or a diamond, it is possible that C D would have saved the game.

HAND 52.

THE thirteenth. No. 2. At Deschapelles Club, against ten trumps.

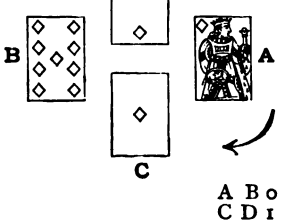
Score, A B, 6; C D, 6. K. c. turned.

C's HAND.

S. A., qu., 5, 4.
H. 7, 5, 4, 2.
C. A., qu.
D. A., 5, 3.

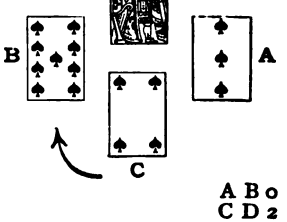
THE PLAY.

TRICK 1.



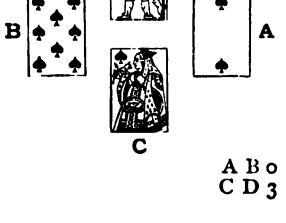
A B 0
C D 1

TRICK 2.



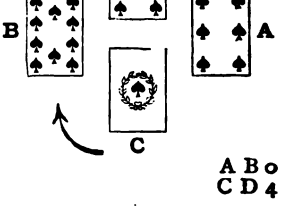
A B 0
C D 2

TRICK 3.



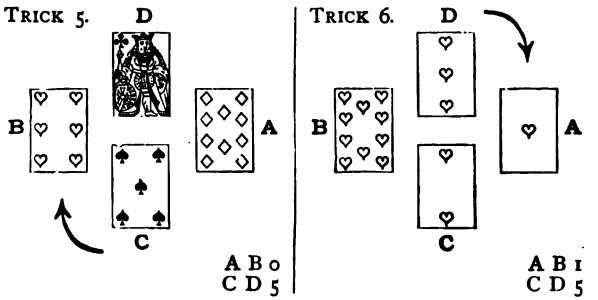
A B 0
C D 3

TRICK 4.

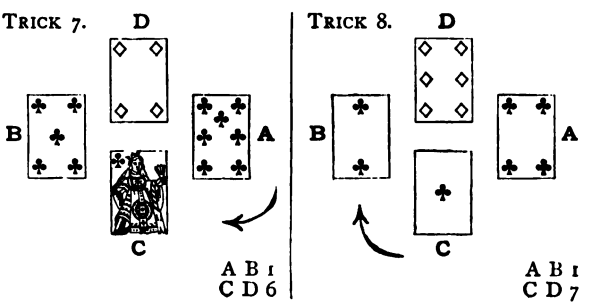


A B 0
C D 4

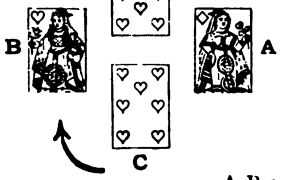
Both A and B are calling. D, leading kn., can have but one more spade.



The 5 s. the thirteenth up to k. c. turned, insuring the odd trick and game.

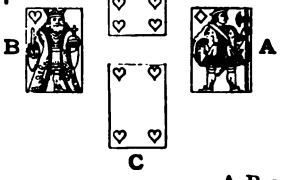


TRICK 9.



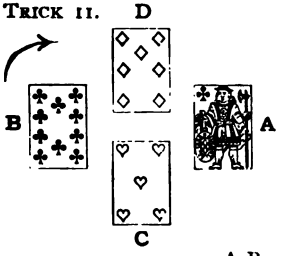
A B 2
C D 7

TRICK 10.



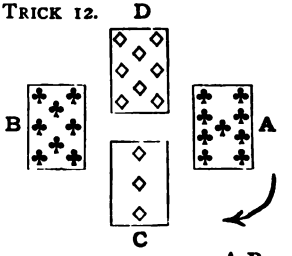
A B 3
C D 7

TRICK 11.



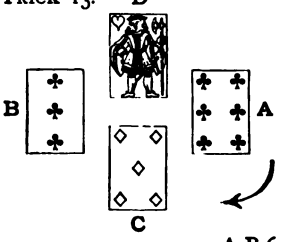
A B 4
C D 7

TRICK 12.



A B 5
C D 7

TRICK 13.



A B 6
C D 7

C D have the odd card and game.

THE HANDS (C's HAS BEEN GIVEN).

	B's HAND.	D's HAND.	A's HAND.
S.	10, 9, 8.	K., kn., 7.	6, 3, 2.
H.	K., qu., 10, 6.	Kn., 9, 8, 3.	A.
C.	10, 8, 5, 3, 2,	K.	Kn., 9, 7, 6, 4.
D.	9.	8, 7, 6, 4, 2.	K., qu., kn., 10.

REMARKS. — The hand is, apparently, a simple one to play, but it had to be played exactly right, and the value of the play of the thirteenth at just the right time is evident. Looking at A's and B's strong hands, it would seem as if the best play of combinations could not beat them.

HAND 53.

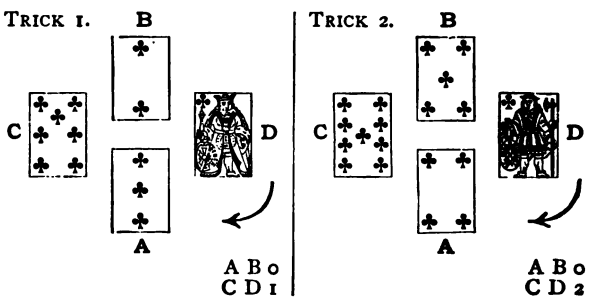
A SURPRISE by F. Laight.

Score, A B, 4; C D, 6. 2 c. turned.

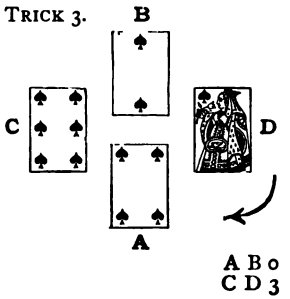
A's HAND.

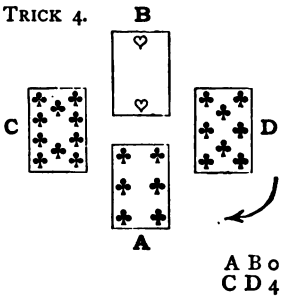
S. 4.
H. K.
C. A., 6, 4, 3.
D. A., qu., kn., 10, 7, 6, 3.

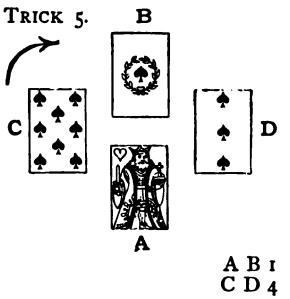
THE PLAY.

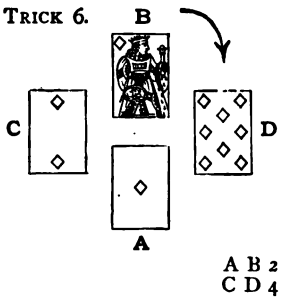


Qu. c. must be in hand.



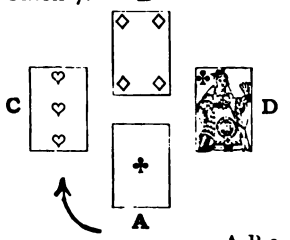






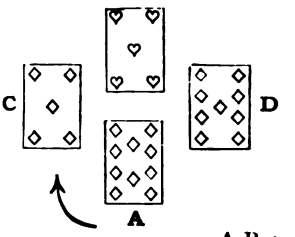
C, of course, returns his partner's suit. B's major tenace is now of no avail, but he retains a minor one to make eventually another trick in the suit. A's high discard directs his lead.

TRICK 7.



A B 3
C D 4

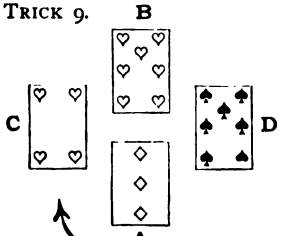
TRICK 8.



A B 4
C D 4

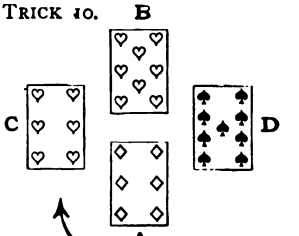
The ace c. in A's hand is a surprise to C and D, and its play is fatal to their calculations.

TRICK 9.



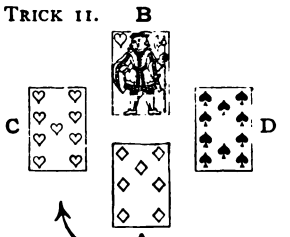
A B 5
C D 4

TRICK 10.



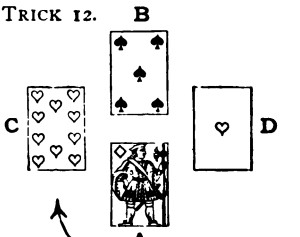
A B 6
C D 4

TRICK 11.



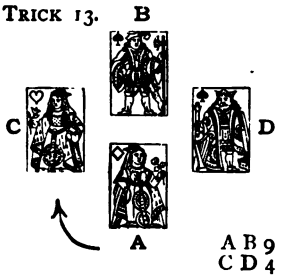
A B 7
C D 4

TRICK 12.



A B 8
C D 4

TRICK 13.



A B have 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. 8, 6.	A., kn., 5, 2.	K., qu., 10, 9, 7, 3.
H. Qu., 10, 9, 6, 4, 3.	Kn., 8, 7, 5, 2.	A.
C. 10, 9, 7.	5, 2.	K., qu., kn., 8.
D. 5, 2.	K., 4.	9, 8.

REMARKS. — C gave to D the four honours, and D gave C the ace, playing the 8 to draw it, that he might remain with kn. to capture the 10. Had C led a heart at Trick 5, he would have saved the game; but while he had a long suit it was not a strong one, and it was his duty to play for his partner's suit. On the fourth trick B was not deceived as to the location of the ace. C had not echoed, and if D had the ace he would not have opened the suit as he had done, nor would he have led the 8.

HAND 54.

FINESSE to retain the tenace and save the game, by G. W. P.

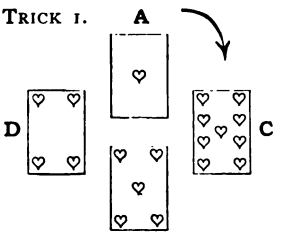
Score, A B, 5; C D, 5. Kn. d. turned.

B'S HAND.

S. 4, 2.
H. Kn., 7, 5, 3.
C. K., qu., 8, 2.
D. Qu., 6, 5.

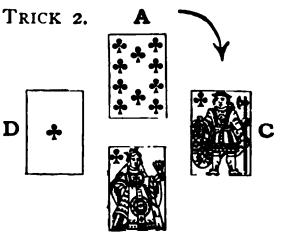
THE PLAY.

TRICK 1.



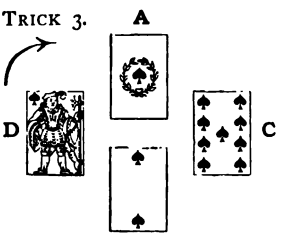
A B 1
C D 0

TRICK 2.



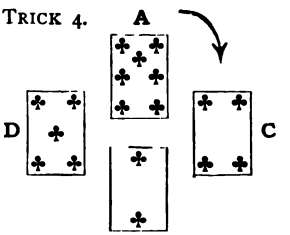
A B 1
C D 1

TRICK 3.



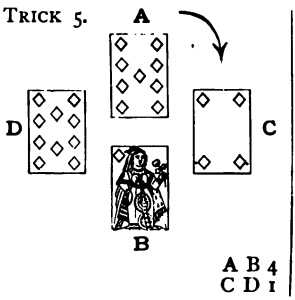
A B 2
C D 1

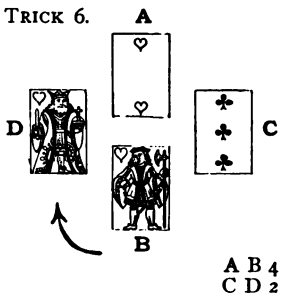
TRICK 4.



A B 3
C D 1

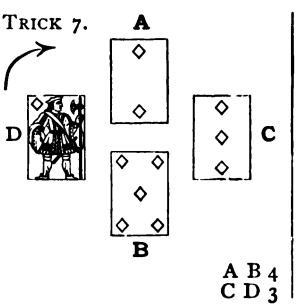
The 2 c. finesse the play of the hand. B saw that the 9 could be with D, but also that it could be the fourchette card with C, and if so, and A now played k., C would have command. Even if D had the 9 and another, it was good play to hold up the k.

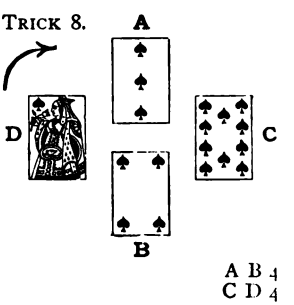


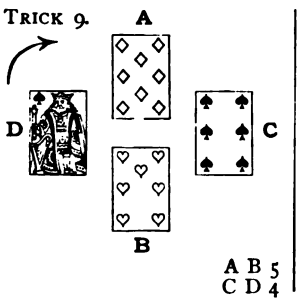


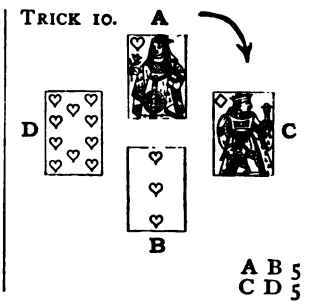
A leads the diamond through the calling hand.

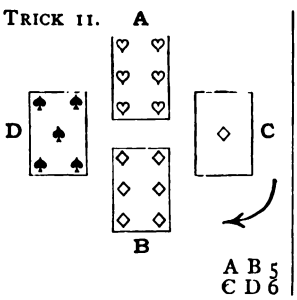
The kn. h., to clear partner's suit. The play of 9 d. by A was, as was the club lead, evidently a forced one.

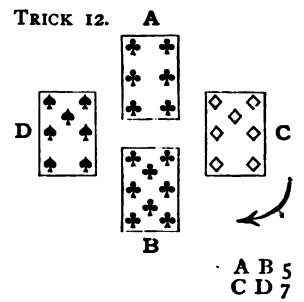


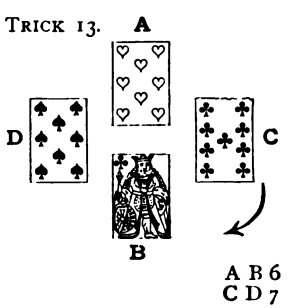










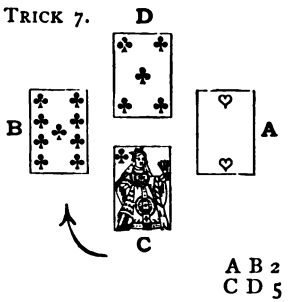


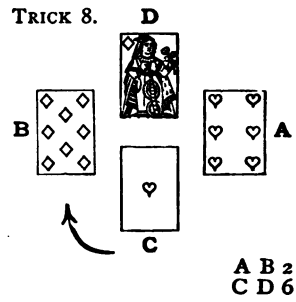
C D have the odd card, and A B save the game.

THE HANDS (B's HAS BEEN GIVEN).

	D's HAND.	A's HAND.	C's HAND.
S.	K., qu., kn., 8, 7, 5.	A., 3.	10, 9, 6.
H.	K., 10, 4.	A., qu., 8, 6, 2.	9.
C.	A., 5.	10, 7, 6.	Kn., 9, 4, 3.
D.	Kn., 10.	9, 8, 2.	A., k., 7, 4, 3.

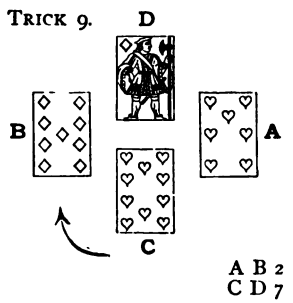
REMARKS. — C evidently was strong in trumps and weak in hearts. It was important that he should not control the club suit. Had C thrown away a spade upon Trick 6, B's play upon Trick 4 would still have saved the game by the tenace in clubs.

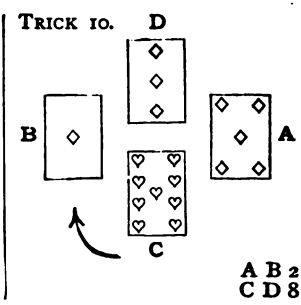


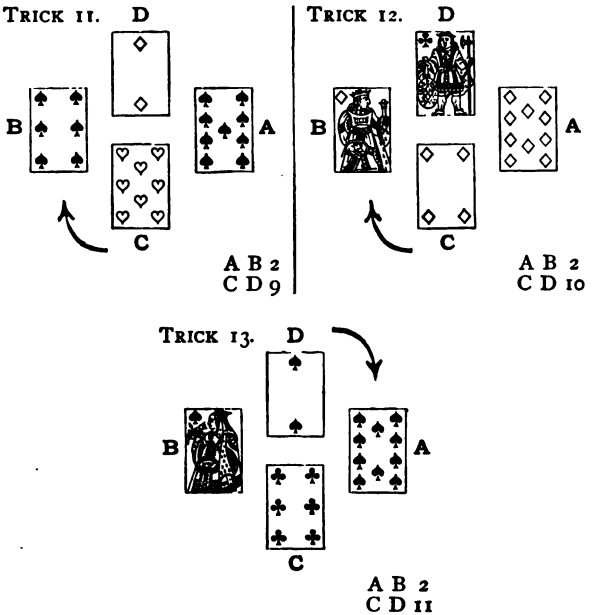


The qu. c., for the 5 is proclaimed with D.

The ace h. play is a revelation. C must have the entire heart suit or the best diamonds. The qu. d. fine play in discard. The diamonds can be of no service. If C holds qu. s., which is unlikely, it must make; if he has no spade, which is probable, his last trump may fall upon D's lead.





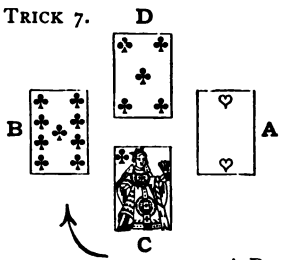


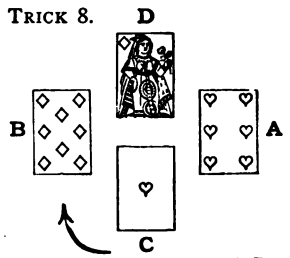
A B have 5 by card and game.

THE HANDS (C'S HAS BEEN GIVEN).

	B'S HAND.	D'S HAND.	A'S HAND.
S.	Qu., kn., 6, 4.	A., 3, 2.	10, 9, 8, 7.
H.		Kn., 5.	K., qu., 7, 6, 2.
C.	9, 8, 7.	Kn., 10, 5, 3.	K., 4.
D.	A., k., 9, 8, 7, 6.	Qu., kn., 3, 2.	10, 5.

REMARKS. — It will be seen that if A had not persisted in the heart play, but led the spade instead, he must eventually have made the k., and B the diamonds. We give the hand as it was played, showing how C took advantage of the lead, and the beautiful play of D in discard.





The qu. c., for the 5 is proclaimed with D.

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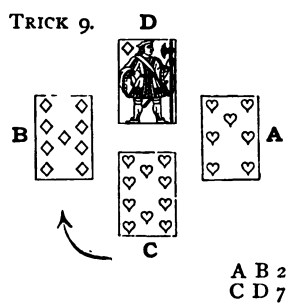
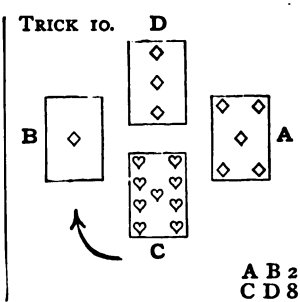
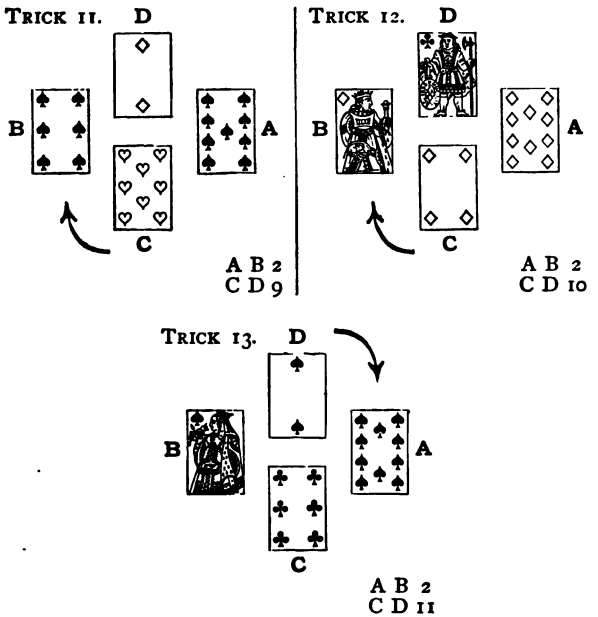






A B have 5 by card and game.

THE HANDS (C's HAS BEEN GIVEN).

B's HAND.	D's HAND.	A's HAND.
S. Qu., kn., 6, 4.	A., 3, 2.	10, 9, 8, 7.
H.	Kn., 5.	K., qu., 7, 6, 2.
C. 9, 8, 7.	Kn., 10, 5, 3.	K., 4.
D. A., k., 9, 8, 7, 6.	Qu., kn., 3, 2.	10, 5.

REMARKS. — It will be seen that if A had not persisted in the heart play, but led the spade instead, he must eventually have made the k., and B the diamonds. We give the hand as it was played, showing how C took advantage of the lead, and the beautiful play of D in discard.

HAND 56.

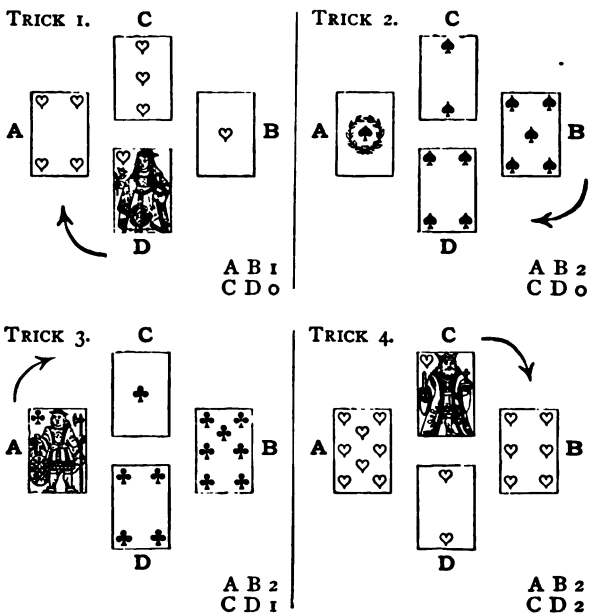
A BEAUTIFUL coup by Brockmann.

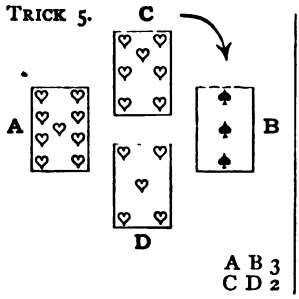
Score, A B, 5; C D, 4. Qu. s. turned.

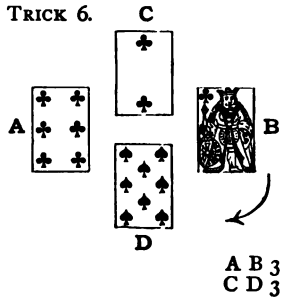
D'S HAND.

S. K., kn., 8, 4.
H. Qu., kn., 10, 5, 2.
C. 4.
D. A., 9, 6.

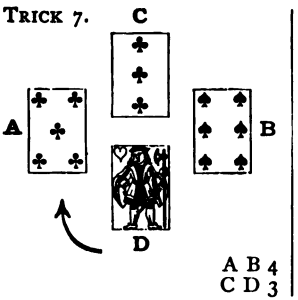
THE PLAY.

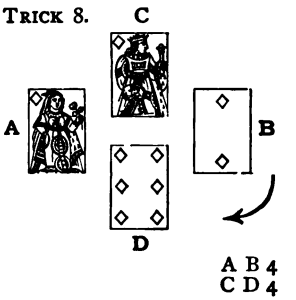




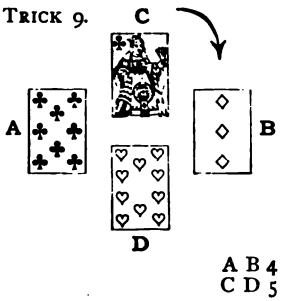


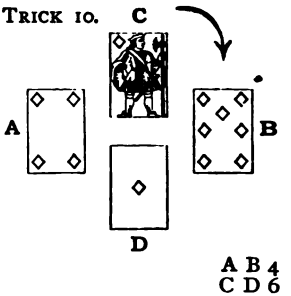
The 7 h., to force B and to throw the lead. A can have no trump.





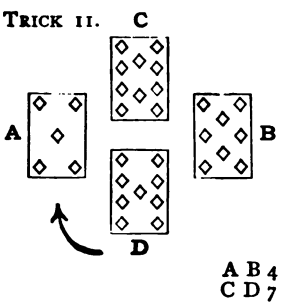
The kn. h. a very judicious force, foreseeing the result.

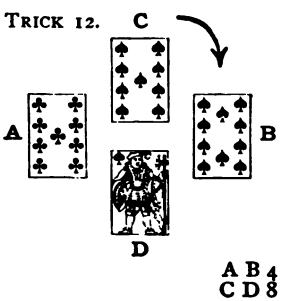




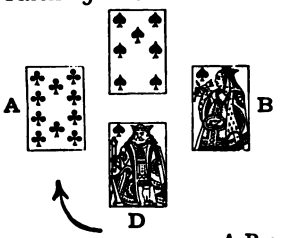
B throws the 3 d. rather than to trump and be overtrumped. D throws the 10 h., a sure trick, retaining a losing diamond. This is superior play, for if C can take or trump the low diamond, C D must make every trick.

D takes the best diamond, to be rid of the lead, a very fine play.





TRICK 13. C



A B 4
C D 9

C D make 3 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

A'S HAND.	C'S HAND.	B'S HAND.
S. A.	9, 7, 2.	Qu., 10, 6, 5, 3.
H. 9, 8, 4.	K., 7, 3.	A., 6.
C. Kn., 10, 9, 8, 6, 5.	A., qu., 3, 2.	K., 7.
D. Qu., 5, 4.	K., kn., 10.	8, 7, 3, 2.

REMARKS. — It is easy to see that the fine play of the ending was contemplated by D in the early part of the hand, dependent upon his partner's ability to take or trump a second diamond lead.

HAND 57.

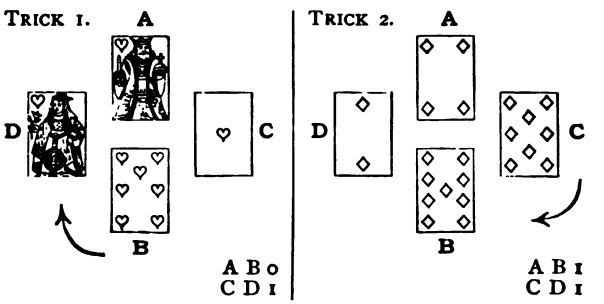
SPLENDID play by Messrs. Macready and Cline against Messrs. Liston and Towne.

Score, A B, 4; C D, 6. Kn. c. turned.

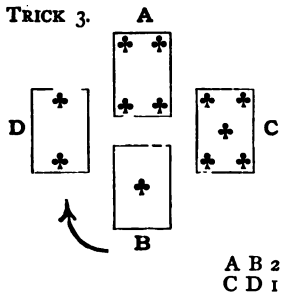
B's HAND.

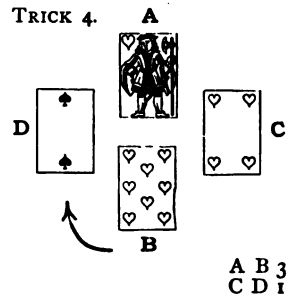
S. K., 4.
H. 10, 9, 8, 7, 6, 5, 2.
C. A.
D. Qu., 9, 5.

THE PLAY.

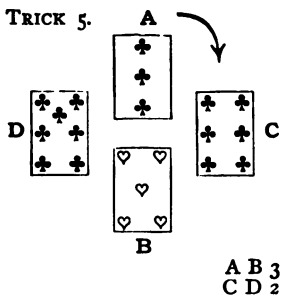


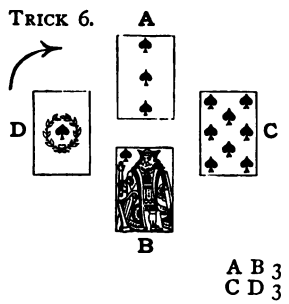
The 10 d. the better lead, but the result would have been no different.





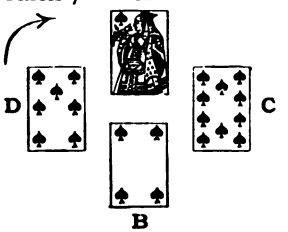
The 3 c. does not fall, and is probably with A. B places the 3 h. with A.





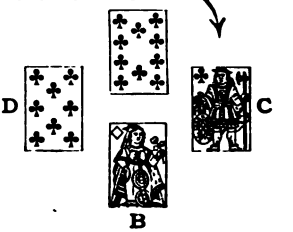
B must not have the lead. The k. s. a beautiful play to avoid it.

TRICK 7.



A B 4
C D 3

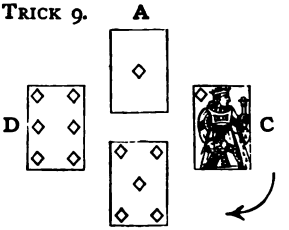
TRICK 8.



A B 4
C D 4

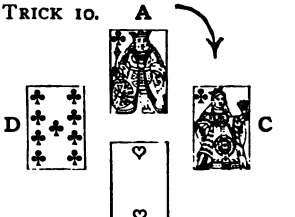
A must have 3 h. and ace d. His force of the trump shows his probable holding of the k. The qu. d. can be of no service, and must not be in the way. B reasons that C can have no more spades. The diamond lead forced upon C must give A B every other trick. The trumps must be divided equally, for if either C or D had held five originally, he would have played a trump in order to make his suit.

TRICK 9.

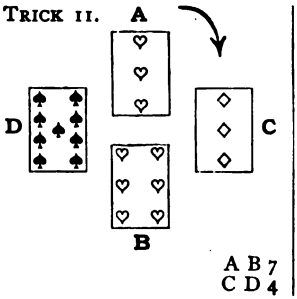


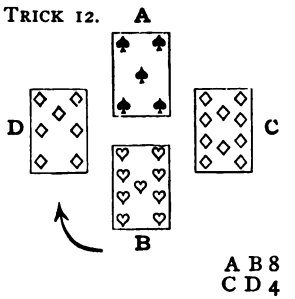
A B 5
C D 4

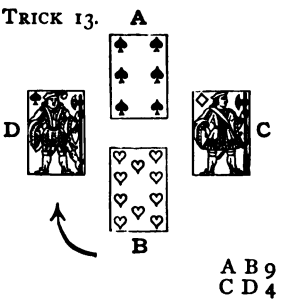
TRICK 10.



A B 6
C D 4







A B have 3 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

	D'S HAND.	A'S HAND.	C'S HAND.
S.	A., kn., 9, 7, 2.	Qu., 6, 5, 3.	10, 8.
H.	Qu.	K., kn., 3.	A., 4.
C.	9, 8, 7, 2.	K., 10, 4, 3.	Qu., kn., 6, 5.
D.	7, 6, 2.	A., 4.	K., kn., 10, 8, 3.

REMARKS. — The play of the singleton ace, followed by the heart that must draw the best, was

good enough to inform of B's wish, but the follow on the ace s. and the discard of the qu. d. were imperative demands upon A's ability to force trumps. The fine player, in his analysis, will note that B saw, first, that D had not the kn. h.; second, that A must have the 3 h. to return; third, that A must have ace d.; fourth, that in order to win, A must have qu. s.; fifth, that A had four trumps, and by his consistent force probably held the k.; and, sixth, that there was no possible way to win the game but to keep A with the lead. An ordinary player, with B's hand, would have made two tricks, his partner probably three or four more, but C D might have won the odd card and game.

HAND 58.

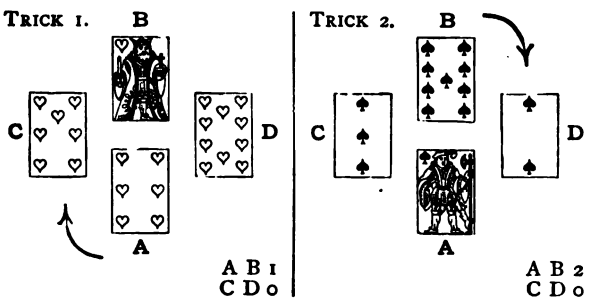
BRILLIANT play for the game by De Lisle.

Score, A B, 1 ; C D, 5. K. s. turned.

A'S HAND.

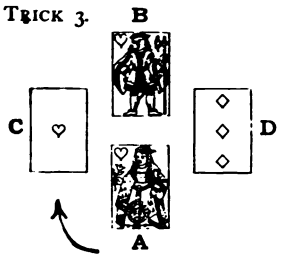
S. A., qu., kn., 5.
H. Qu., 9, 8, 6, 5, 4, 2.
C. 8, 2.
D.

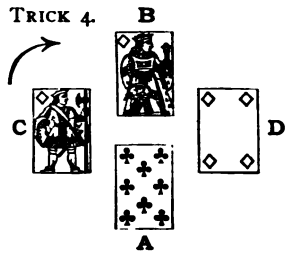
THE PLAY.



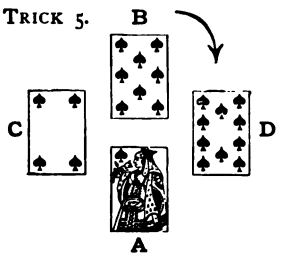
The qu., 9, 8, and small are at once declared, and B plays instantly for his partner's hand. The k. h. always third hand with the holding.

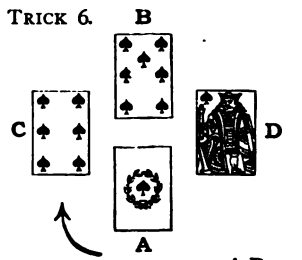
The 9 of trumps at head of three through k. turned, to assist partner's suit.

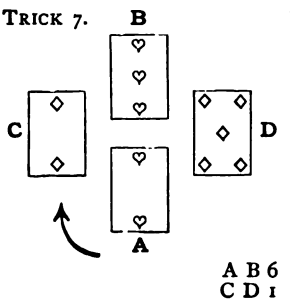


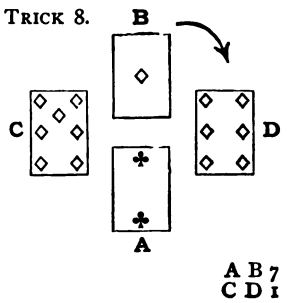


The kn. hearts, to be out of the way.



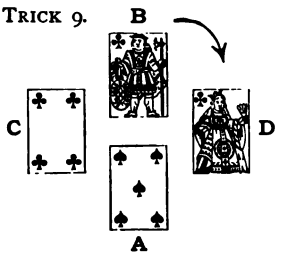






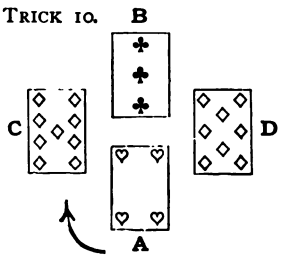
The 2 h. the beautiful play of the hand, to compel the lead of the diamond and insure the game.

TRICK 9.



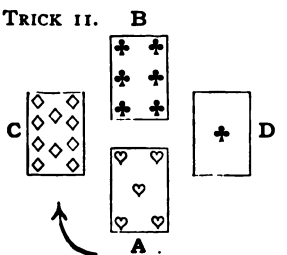
A B 8
C D 1

TRICK 10.



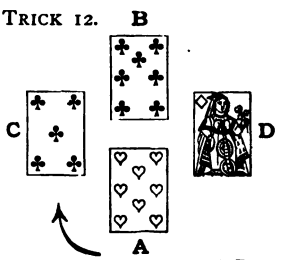
A B 9
C D 1

TRICK 11.



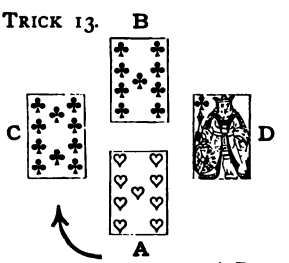
A B 10
C D 1

TRICK 12.



A B 11
C D 1

TRICK 13.



A B 12
C D 1

A B have 6 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	6, 4, 3.	9, 8, 7.	K., 10, 2.
H.	A., 7.	K., kn., 3.	10.
C.	10, 5, 4.	Kn., 9, 7, 6, 3.	A., k., qu.
D.	Kn., 10, 9, 7, 2.	A., k.	Qu., 8, 6, 5, 4, 3.

REMARKS. — Criticism is of small avail when given in reference to such play as this. The hands played in such manner demonstrate the working, quick and wonderful, of the mathematical mind. We commend these illustrations to the Duplicate Whist clubs, a thousand members of which, without study, could never by the practice of trading hands arrive at the knowledge of handling either one of these.

Had D been content to save the game, he should have thrown the ace c. on Trick 3, in which case he would have made two more tricks. The error of one player is the gain of another, and B took instant advantage of the situation.

HAND 59.

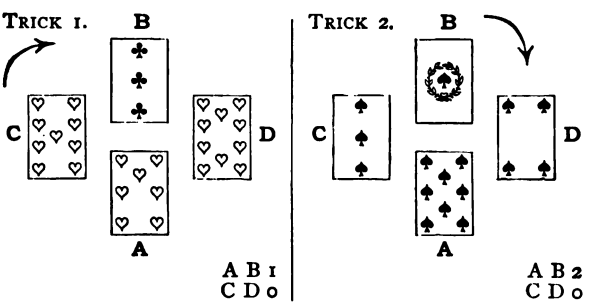
BEAUTIFUL play for the game at the Deschapelles Club.

Score, A B, 4; C D, 4. 4 c. turned.

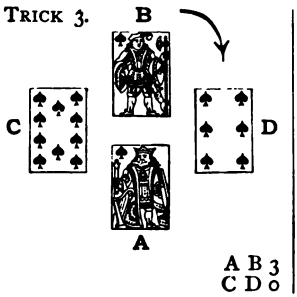
A'S HAND.

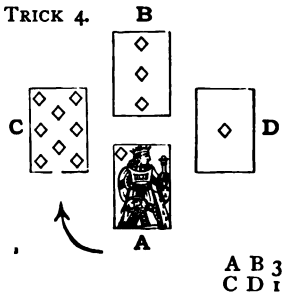
S. K., 8.
H. 7, 5.
C. A., qu., 10, 7, 4.
D. K., qu., 6, 5.

THE PLAY.

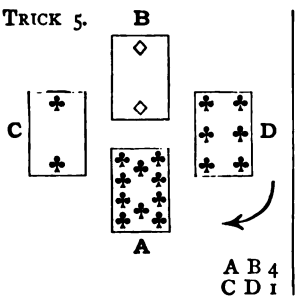


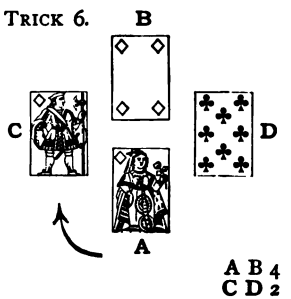
With one low trump only on 9 led, play second hand as if the lead were an ace.



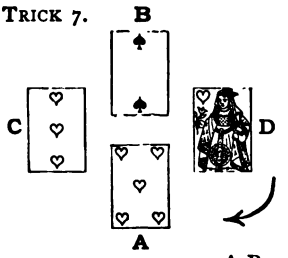


If either of the opponents take the diamond and lead a trump, in order to make the hearts, A sees the won game. Note that A does not force with low heart.



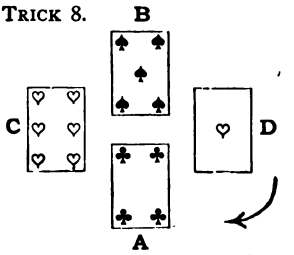


TRICK 7.



A B 4
C D 3

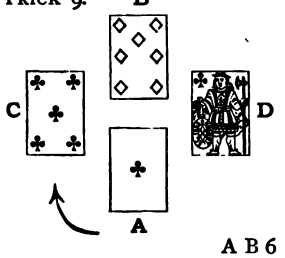
TRICK 8.



A B 5
C D 3

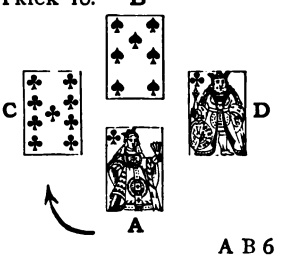
If now D plays the spade, he cannot save the game, but he is ambitious for greater result, and forces the strong hand by the follow of ace h.

TRICK 9.



A B 6
C D 3

TRICK 10.

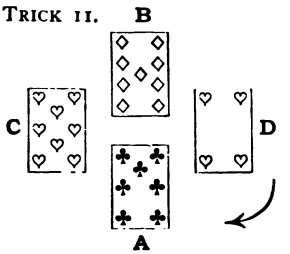


A B 6
C D 4

A has seen, in Tricks 5 and 6, that D had four clubs; then C must have had three.

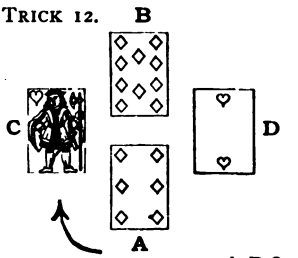
This is the play of the hand. Throwing the lead insures the remaining tricks. Played in any other way the game is lost.

TRICK 11.



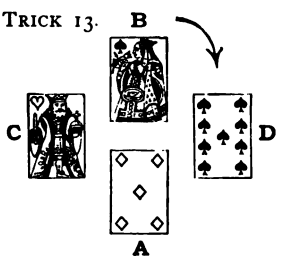
A B 7
C D 4

TRICK 12.



A B 8
C D 4

TRICK 13.



A B 9
C D 4

A B have 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. 10, 3.	A., qu., kn., 7, 5, 2.	9, 6, 4.
H. K., kn., 9, 8, 6, 3.		A., qu., 10, 4, 2.
C. 9, 5, 2.	3.	K., kn., 8, 6.
D. Kn., 8.	10, 9, 7, 4, 3, 2.	A.

REMARKS. — There is no doubt about quality of play like this. B has no hearts and is weak in trumps. If B has a second trump, so much the better for A's purpose. Let the opponents force that trump at their pleasure. The play of the k. d., Trick 4, will induce B to hold the kn. or 10, if he has either of them. D shows five hearts, and C must have six. If the trumps are divided, and there is nothing to show that they are not, and if B has a high diamond, which is probable, the opponents will be likely to take one round of trumps for the safety of the hearts. Whether a heart or spade is led by D on Trick 8 makes no difference, as A trumps with the 4 in one case or the qu. in the other, and leads the ace. It will be seen that, if A had led the heart at Trick 4 (the almost universal practice), he must have lost the game, because D would not have afterward played a trump. Any other play than that made by A at Tricks 9 and 10 would have lost the game. It may be said that, if the trumps had lain differently, A could not have won. Certainly not, but that detracts not at all from the merit of the calculation.

HAND 60.

SUPERIOR play for the game by a master.

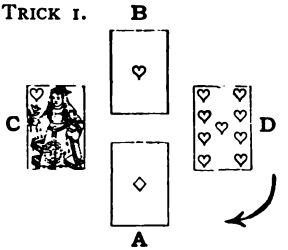
Score, A B, 2; C D, 6. 9 c. turned.

A'S HAND.

S. 8, 3.
H.
C. A., 7, 4, 2.
D. A., k., qu., kn., 4, 3, 2.

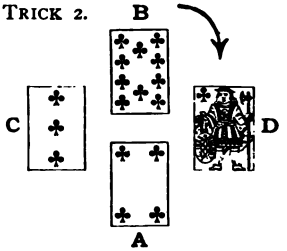
THE PLAY.

TRICK 1.



A B 1
C D 0

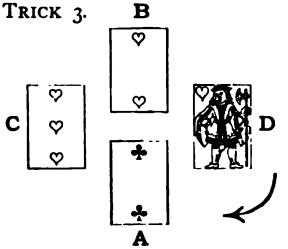
TRICK 2.



A B 1
C D 1

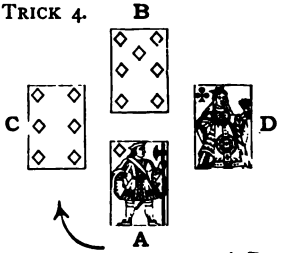
The 10 c. must be the best of three.

TRICK 3.

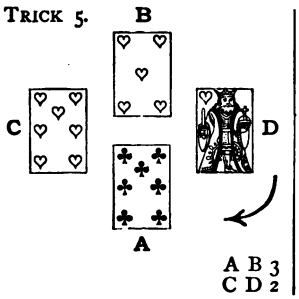


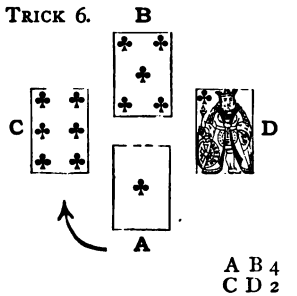
A B 2
C D 1

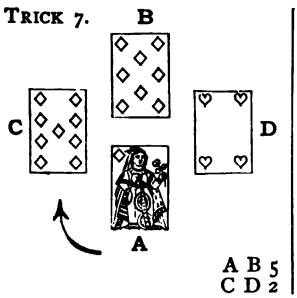
TRICK 4.

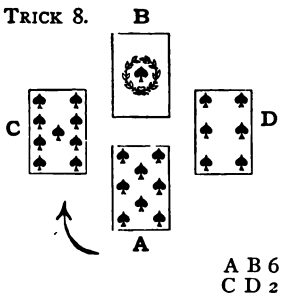


A B 2
C D 2



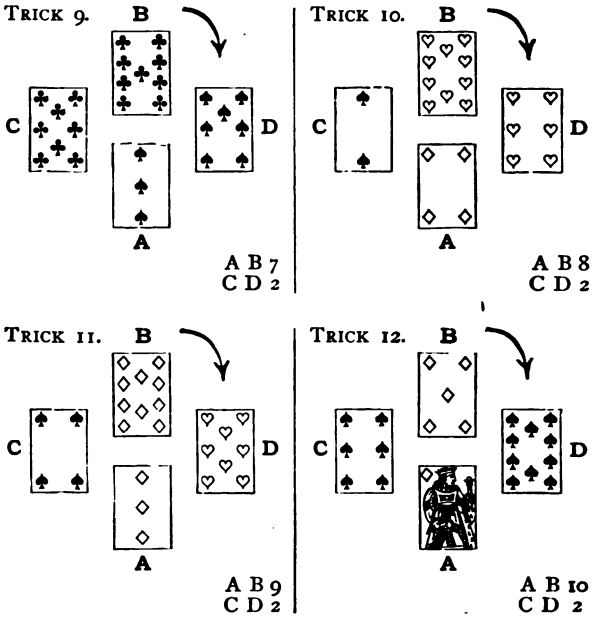




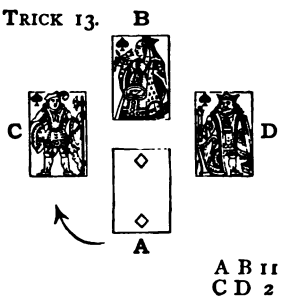


A notes that the 5 d. has not fallen, and that B is unblocking.

The 8 s. is the play of the hand, and a finer one by calculation was never made. If the diamond is led, it will be trumped, and a trick lost. If the opponent holds the best spade, it must eventually make, but if the lead can be given to B, every other trick is proclaimed. A reads the best club, the best heart, and the 10, and 5 d. in B's hand. B, of course, does not finesse.



If A takes the diamond, he loses the game.



A B have 5 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. Kn., 9, 6, 4, 2.	A., qu.	K., 10, 7, 6.
H. Qu., 7, 3.	A., 10, 5, 2.	K., kn., 9, 8, 6, 4.
C. 8, 6, 3.	10, 9, 5.	K., qu., kn.
D. 9, 6.	10, 8, 7, 5.	

REMARKS. — This is remarkably fine play by all the players, while the management of the hand lay with A to make or lose the game. The positive recollection and careful calculation upon the rank of the cards won the game, which could and would have been easily lost by any other than a splendid player. The expert will take note of the imperative demand for trumps, the announcement of four, the drawing of three trumps to make the 9 good, and the systematic play of the diamonds, showing a suit of seven.

HAND 61.

THE force accepted. Playing for partner's suit.

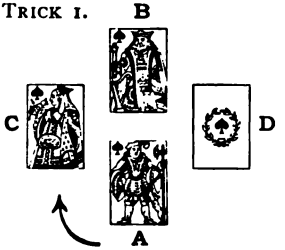
Score, A B, 5; C D, 5. 8 h. turned.

A'S HAND.

S. Kn., 10, 9, 8, 2.
H. A., kn., 9.
C. A., 4, 2.
D. Qu., 6.

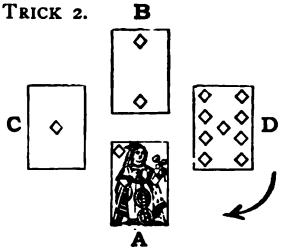
THE PLAY.

TRICK 1.



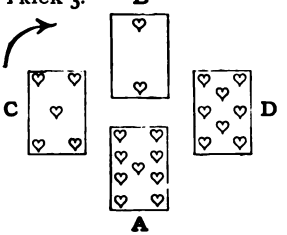
A B 0
C D 1

TRICK 2.



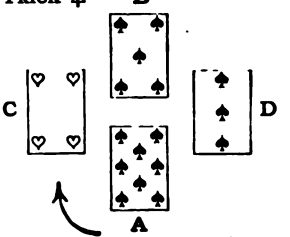
A B 0
C D 2

TRICK 3.



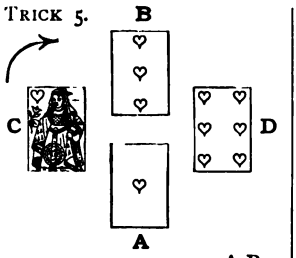
A B 1
C D 2

TRICK 4.



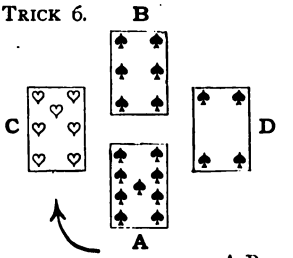
A B 1
C D 3

TRICK 5.



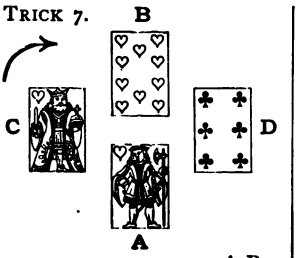
A B 2
C D 3

TRICK 6.



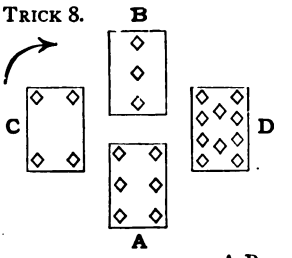
A B 2
C D 4

TRICK 7.



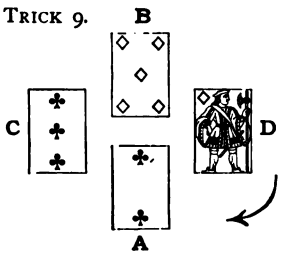
A B 2
C D 5

TRICK 8.



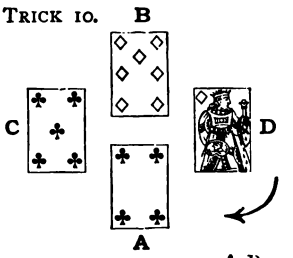
A B 2
C D 6

TRICK 9.



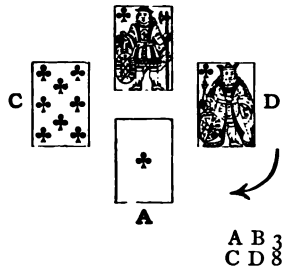
A B 2
C D 7

TRICK 10.

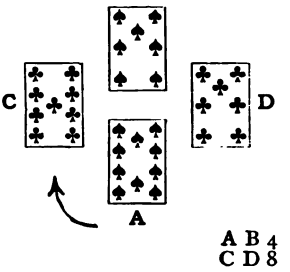


A B 2
C D 8

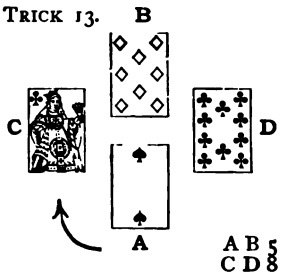
TRICK 11.



TRICK 12.



TRICK 13.



C D have 2 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. Qu.	K., 7, 6, 5.	A., 4, 3.
H. K., qu., 7, 5, 4.	10, 3, 2.	8, 6.
C. Qu., 9, 8, 5, 3.	Kn.	K., 10, 7, 6.
D. A., 4.	8, 7, 5, 3, 2.	K., kn., 10, 9.

HAND 62.

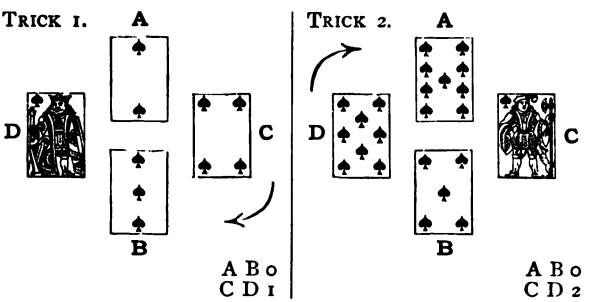
THE return of the master card in trumps by G. W. P.

Score, A B, 5; C D, 6. 3 h. turned.

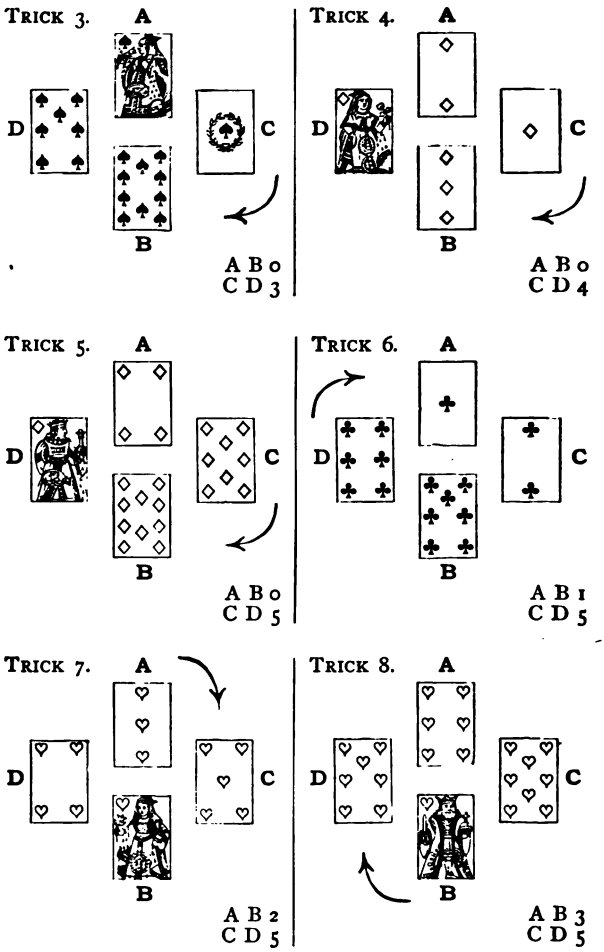
B's HAND.

S. 10, 5, 3.
H. K., qu., 10, 2.
C. Kn., 9, 7.
D. 10, 7, 3.

THE PLAY.

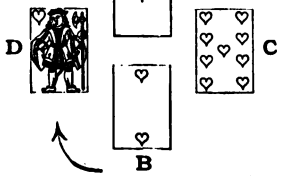


D, instead of opening his long but not strong suit, returns his partner's lead.



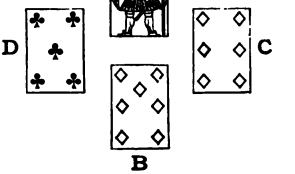
The k. h. the master card returned. See remarks.

TRICK 9.



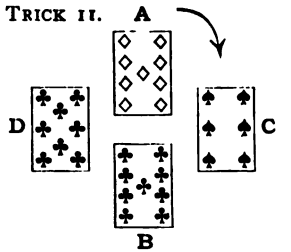
A B 4
C D 5

TRICK 10.



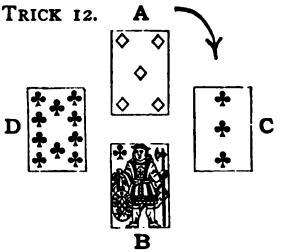
A B 5
C D 5

TRICK 11.



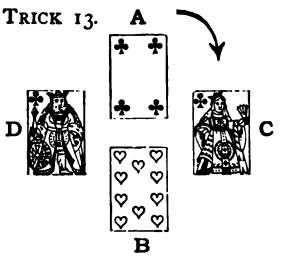
A B 6
C D 5

TRICK 12.



A B 7
C D 5

TRICK 13.



A B 8
C D 5

A B have 2 by card and game.

THE HANDS (B's HAS BEEN GIVEN).

D's HAND.	A's HAND.	C's HAND.
S. K., 8, 7.	Qu., 9, 2.	A., kn., 6, 4.
H. Kn., 7, 4.	A., 6, 3.	9, 8, 5.
C. K., 10, 8, 6, 5.	A., 4.	Qu., 3, 2.
D. K., qu.	Kn., 9, 5, 4, 2.	A., 8, 6.

REMARKS. — A's play of ace c. to take the trick, at once followed by the trump, proclaimed command of clubs or diamonds. If B, having taken with qu., had made the error of leading back the 2, thus retaining instead of giving up the power in the suit, he must have lost the game, because A must have played ace and then led diamond, for he would have placed k. h. in C's hand, and by leading the heart would have given C D the power to make the clubs. The return lead of the correct card makes a difference of four points, and the rank of the remaining cards held, the 10 guarded, assured it.

HAND 63.

PROPER lead and discard by Trist.

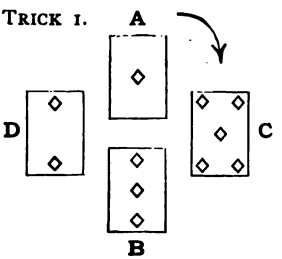
Score, A B, 2; C D, 3. K. h. turned.

B's HAND.

S. K., kn., 10.
H. A., 4, 3.
C. K., 10, 8, 2.
D. Qu., 10, 3.

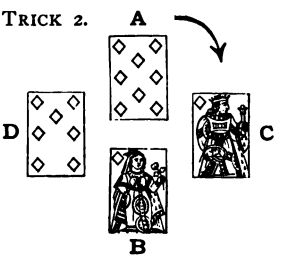
THE PLAY.

TRICK 1.



A B 1
C D 0

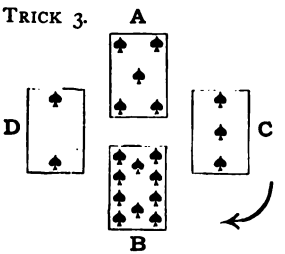
TRICK 2.



A B 1
C D 1

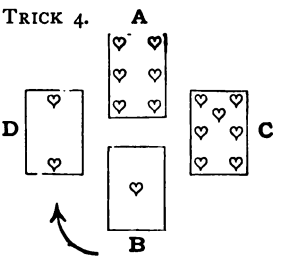
B throws qu., of course, to be out of the way.

TRICK 3.

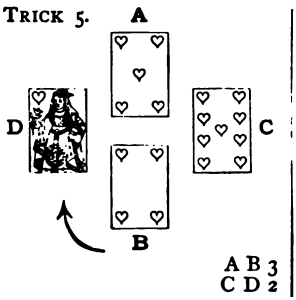


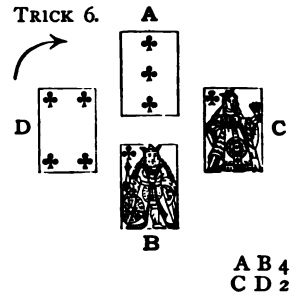
A B 2
C D 1

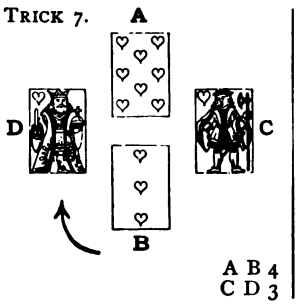
TRICK 4.

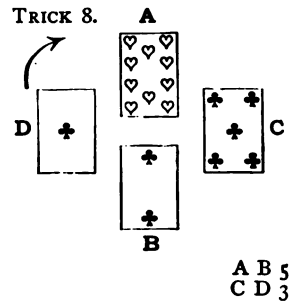


A B 3
C D 1









Tricks 9, 10, 11, and 12, A makes the diamonds, and Trick 13, C makes ace s. A B have 3 by card.

THE HANDS (B's HAS BEEN GIVEN).

	D's HAND.	A's HAND.	C's HAND.
S.	7, 6, 4, 2.	Qu., 5.	A., 9, 8, 3.
H.	K., qu., 2.	10, 8, 6, 5.	Kn., 9, 7.
C.	A., kn., 9, 4.	3.	Qu., 7, 6, 5.
D.	7, 2.	A., kn., 9, 8, 6, 4.	K., 5.

REMARKS. — Mr. Trist says, "If, at Trick 2, A had led 4 d. and B had played 10 d., he (B) must have taken at Trick 9 with qu. d. and lost the game by honours." Mr. Trist plays English whist (5 points to the game), and if B had made the above mistake, owing to A's wrong lead, although he made the odd card, he must have lost to the picture cards.

As the hand was actually played up to Trick 6, D, knowing that 10 h. was in opponent's hand, should have led ace c., then a spade, to his partner, and saved the game.

HAND 64.

FINE play by Deschapelles for the game. The force accepted.

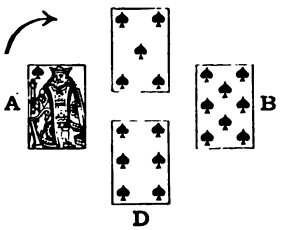
This play was made under the long whist rules, when honours were counted and 10 points made game. The score was: A B, 6; C D, 0. We may suppose its equivalent in American whist to be: A B, 6; C D, 1; qu. c. turned.

D'S HAND.

S. Qu., 9, 7, 6, 3.
H.
C. Qu., kn., 9, 4, 3, 2.
D. A., kn.

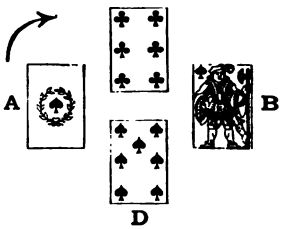
THE PLAY.

TRICK 1.



A B 1
C D 0

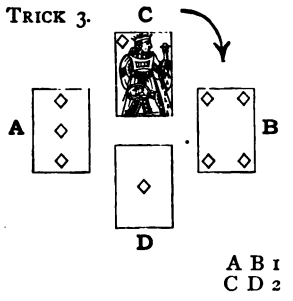
TRICK 2.

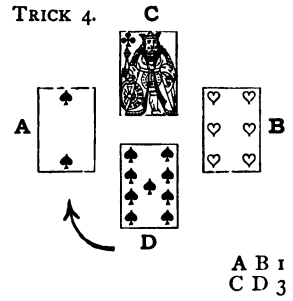


A B 1
C D 1

The lead is in accordance with the old play of k. when holding ace and three others. The issue would have been the same by the new play.

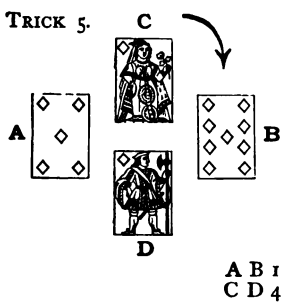
D does not call.

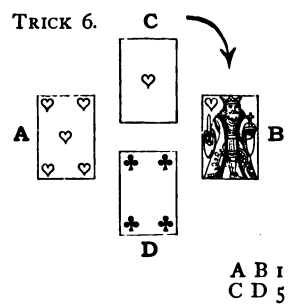




C, also, in leading his best suit, plays k., holding qu. and three. By the present play he would lead qu., but in this case, as in the former, the result would have been the same.

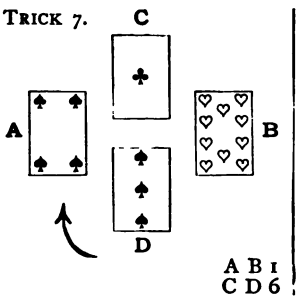
The 9 s. is a deliberate force. A does not play 10, for B may have qu., or perhaps overtrump. This action upon A's part was foreseen by D, who, holding qu., must again force with 3. If D had led the 3 now instead of the 9, A would have thrown the 4, and when D next played the 9, A would have thrown the 2. C, knowing the trick to be his partner's, might not have trumped it. This chance for loss Deschapelles would not take.

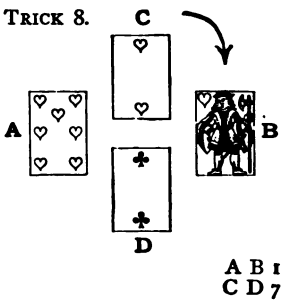


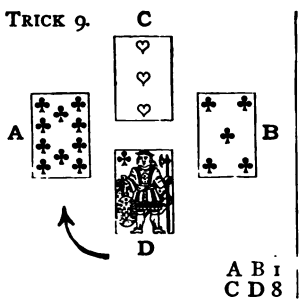


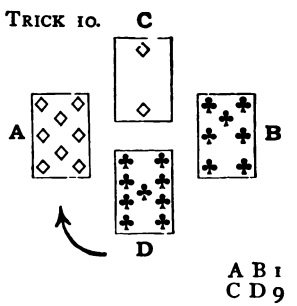
D can have no more diamonds. He must have qu. s., but cannot have the 10, or he would have played qu. or a trump. C, before leading ace c., will ascertain by rank of card that D plays if D wants the trump led.

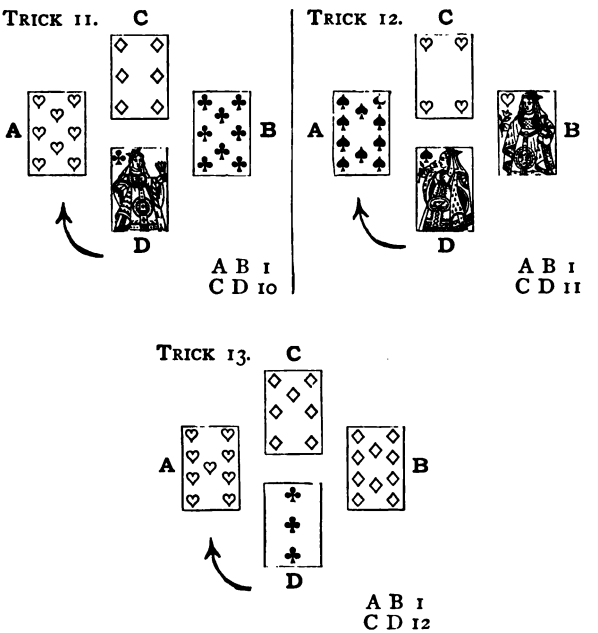
D trumps the ace, to play the spade. If C has the ace c., the game is won, unless the 10 c. at the head of three is in one hand.











C D have 6 by card, and 4 by honours and game.

THE HANDS (D'S HAS BEEN GIVEN).

	A'S HAND.	C'S HAND.	B'S HAND.
S.	A., k., 10, 4, 2.	5.	Kn., 8.
H.	9, 8, 7, 5.	A., 4, 3, 2.	K., qu., kn., 10, 6.
C.	10.	A., k., 6.	8, 7, 5.
D.	8, 5, 3.	K., qu., 7, 6, 2.	10, 9, 4.

REMARKS. — The expert will see some rare play by the master in this hand. At the outset all ordi-

nary players would have called for trumps. Had B followed the 8 with the 10, Deschapelles might have done so, but on the fall of the kn. he saw that there was no division of the suit, and that A held 10, 4, 2. The 10 must take a trick, unless prevented by strategy. A master card of trumps in the opponent's hand would save the game. One in diamonds might do so, but he must play as if his partner's hearts and trumps were strong. At any rate, the game must be played for at the beginning, and the course as to the spade suit must be taken. The k. c. might fall to the ace of his opponent, and the opponent's hand in hearts or diamonds could be strong. All this was to be determined, but the certainty of the 10 tenace was apparent, and, unless C was overtrumped, could be beaten. The spade play (Trick 4) was very fine, since, no matter what A played, the force was purposely made. That play also prevented C from leading the club, for D, instead of calling, had taken a sure trick to play the force. On the trumping of the heart and the second force the game depended. If A held ace c., no play would make the game; if he did not, the chances of D's adversaries to save it were very limited.

HAND 65.

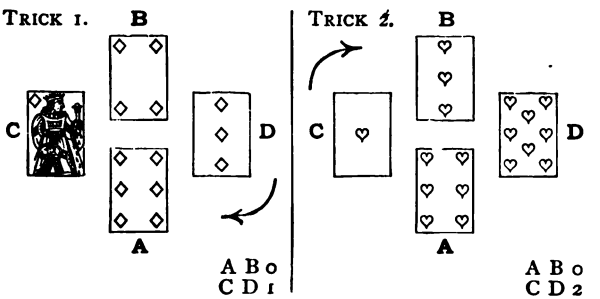
FINE follow play and force by Deschapelles.

Score, A B, 3; C D, 6. 10 s. turned.

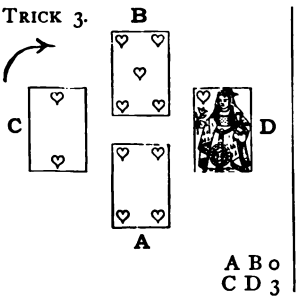
A'S HAND.

S. A., qu., 9, 4.
H. K., kn., 6, 4.
C.
D. A., qu., 7, 6, 2.

THE PLAY.

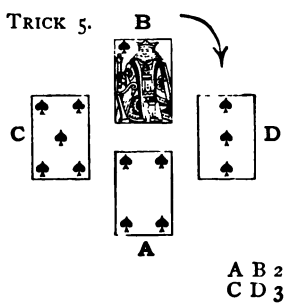


The Parisian lead of ace at head of four. *A. W. I.*, page 38.

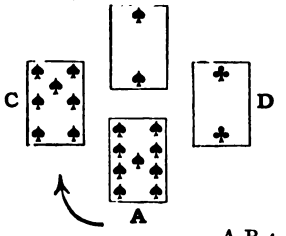


Trick 3. Passing the sure trick to hold over the high cards in C's hand, to make the call and to throw the lead.

Trick 4. Again passing a trick for the partner's best card, and finishing the double call. The play for all the tricks.

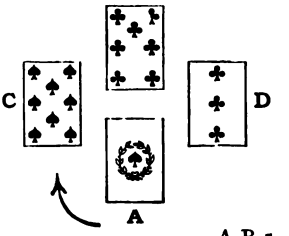


TRICK 7.



A B 4
C D 3

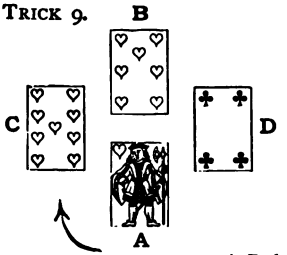
TRICK 8.



A B 5
C D 3

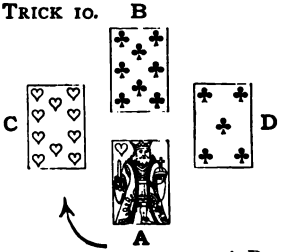
The persistent call for trump has prevented the lead of a club, and the fine play in passing tricks which could have been taken, and retaining command of the opponents' suits, gives Deschapelles the game.

TRICK 9.



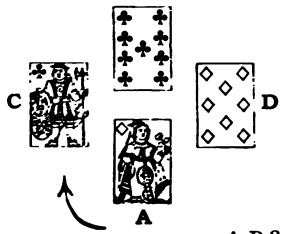
A B 6
C D 3

TRICK 10.



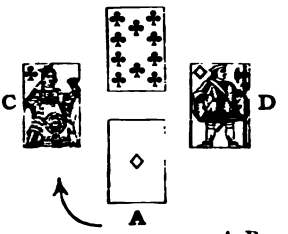
A B 7
C D 3

TRICK 11.



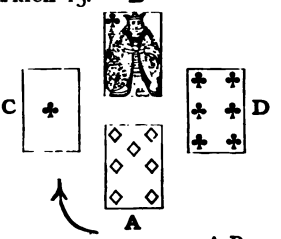
A B 8
C D 3

TRICK 12.



A B 9
C D 3

TRICK 13.



A B 10
C D 3

A B have 4 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

	C'S HAND.	B'S HAND.	D'S HAND.
S.	8, 7, 6, 5.	K., 10, 2.	Kn., 3.
H.	A., 10, 9, 2.	7, 5, 3.	Qu., 8.
C.	A., qu., kn.	K., 10, 9, 8, 7.	6, 5, 4, 3, 2.
D.	K., 9.	10, 4.	Kn., 8, 5, 3.

REMARKS. — The shutting out of the play of a club, and the manner in which control of the suits was kept, trusting B with the diamond and giving D the qu. trick, shows what can be done by a master.

HAND 66.

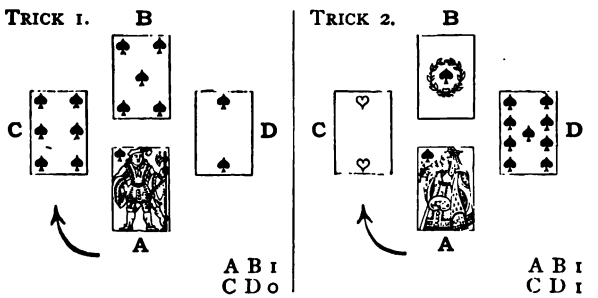
THE kn. at foot of sequence by Cavendish.

Score, A B, 2; C D, 4. Qu. h. turned.

A'S HAND.

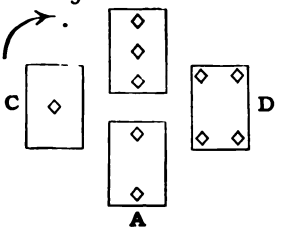
S. K., qu., kn., 8, 7, 3.
H. Kn., 4.
C. 8.
D. 8, 7, 5, 2.

THE PLAY.



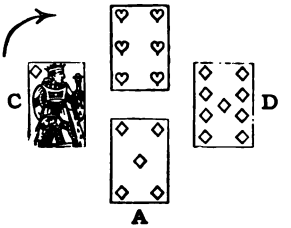
The ace s., to be out of the way.

TRICK 3.



A B 1
C D 2

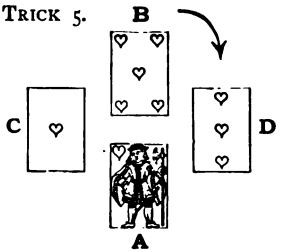
TRICK 4.



A B 2
C D 2

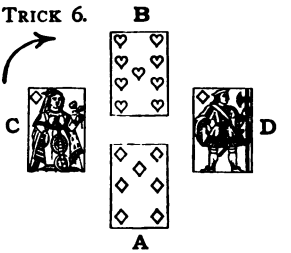
See remarks.

TRICK 5.



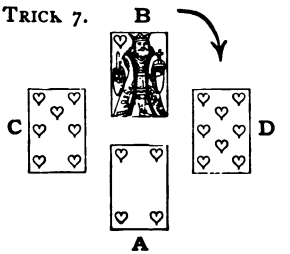
A B 2
C D 3

TRICK 6.



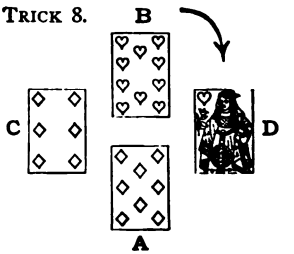
A B 3
C D 3

TRICK 7.



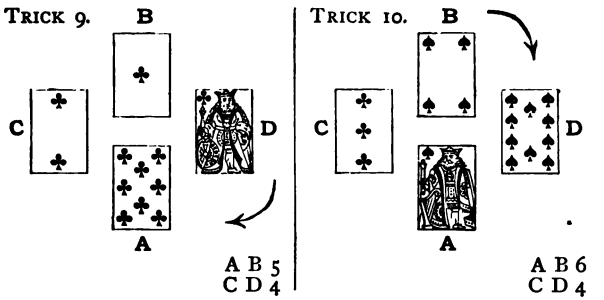
A B 4
C D 3

TRICK 8.



A B 4
C D 4

B throws the lead, of course.



Tricks 11, 12, 13. A makes the spades, and A B have 3 by card.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. 6.	A., 5, 4.	10, 9, 2.
H. A., 7, 2.	K., 10, 9, 6, 5.	Qu., 8, 3.
C. Kn., 7, 3, 2.	A., 6, 5, 4.	K., qu., 10, 2.
D. A., k., qu., 10, 6.	3.	Kn., 9, 4.

REMARKS. — The reason why C leads ace d. at Trick 3, Cavendish says, is that, "if he leads qu., his partner might trump in order to get in a cross ruff!" If that is the game of whist, why not play the qu.? It was as much for C's interest as for D's that the cross ruff should be established and played. If the qu. (the correct play in good whist) *could* be trumped by D and was not, as it was his partner's original lead, C would probably make ace and k. If it *was* trumped by D and the spade returned, C would

trump and lead the ace d. or a low one to be again trumped, and the game could be saved, for C had ace h.

As the cards were played by C, he showed, after playing ace and k., that he had not the qu., or, if he did have it, that he had no more of the suit.

HAND 67.

FORCING by Ch. Laight.

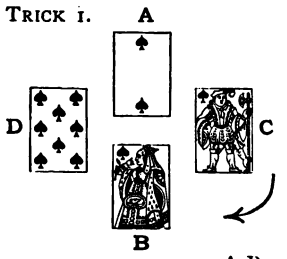
Score, A B, 4; C D, 4. K. h. turned.

B's HAND.

S. A., k., qu., 6.
H. A., 10, 3, 2.
C. K., 7, 6, 4, 2.
D.

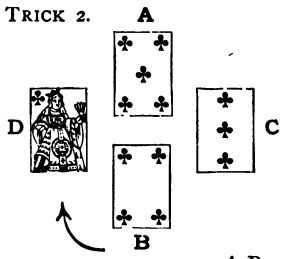
THE PLAY.

TRICK 1.



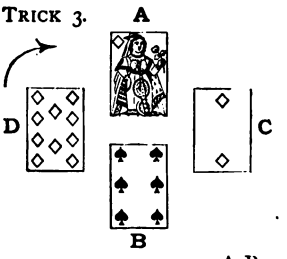
A B 1
C D 0

TRICK 2.



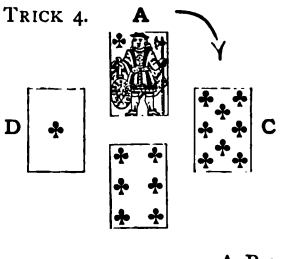
A B 1
C D 1

TRICK 3.



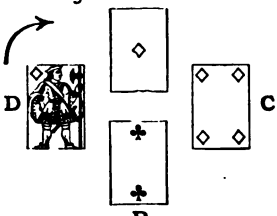
A B 2
C D 1

TRICK 4.



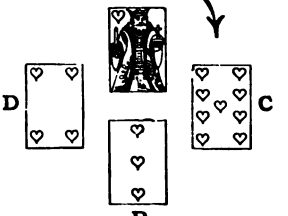
A B 2
C D 2

TRICK 5.



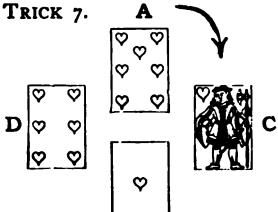
A B 3
C D 2

TRICK 6.



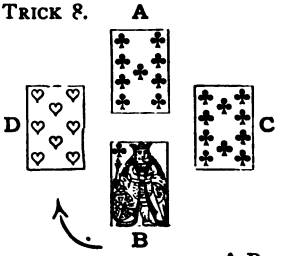
A B 4
C D 2

TRICK 7.



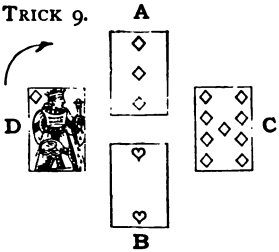
A B 5
C D 2

TRICK 8.



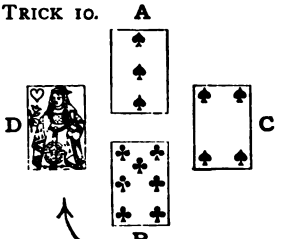
A B 5
C D 3

TRICK 9.



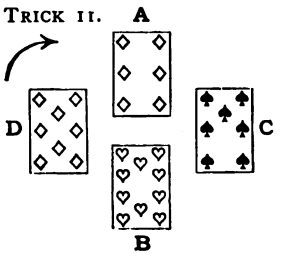
A B 6
C D 3

TRICK 10.



A B 6
C D 4

TRICK 11.



A B 7
C D 4

Tricks 12 and 13. B makes ace and k. s., and A B make 3 by card and game.

THE HANDS (B'S HAS BEEN GIVEN).

D'S HAND.	A'S HAND.	C'S HAND.
S. 8.	5, 3, 2.	Kn., 10, 9, 7, 4.
H. Qu., 8, 6, 4.	K., 7, 5.	Kn., 9.
C. A., qu.	Kn., 9, 5.	10, 8, 3.
D. K., kn., 10, 8, 7, 5.	A., qu., 6, 3.	9, 4, 2.

HAND 68.

THE play of k., qu., 10, and three in trumps, by Brockmann. *A. W. I.*, page 39.

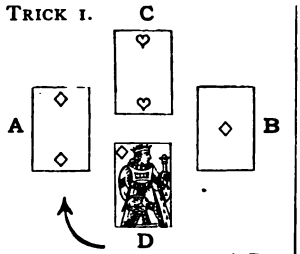
Score, A B, 5; C D, 5. Kn. d. turned.

D'S HAND.

S. A., qu., kn.
H. K., qu.
C. Kn., 2.
D. K., qu., 10, 8, 7, 4.

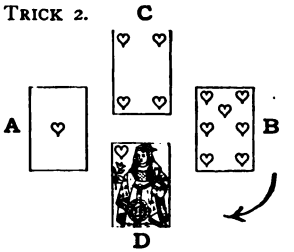
THE PLAY.

TRICK 1.



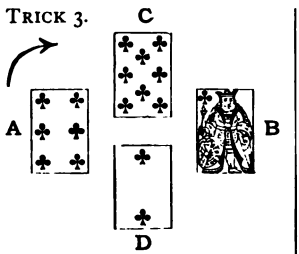
A B 1
C D 0

TRICK 2.



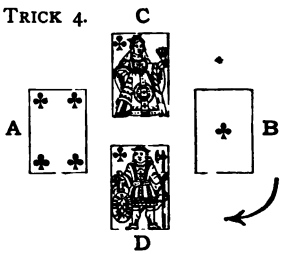
A B 2
C D 0

TRICK 3.



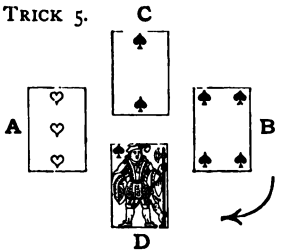
A B 3
C D 0

TRICK 4.



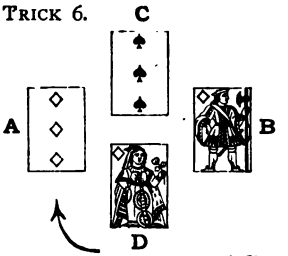
A B 4
C D 0

TRICK 5.



A B 4
C D 1

TRICK 6.

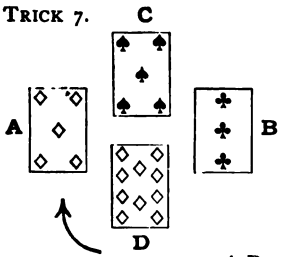


A B 4
C D 2

A does not trump that a spade or heart may be led up to his partner. He thinks that he can trump at any time as well as now.

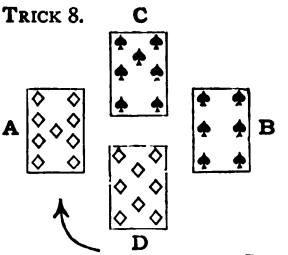
' D takes instant advantage of the situation.

TRICK 7.



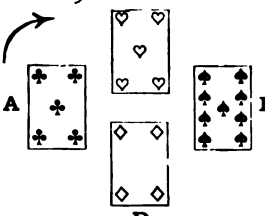
A B 4
C D 3

TRICK 8.



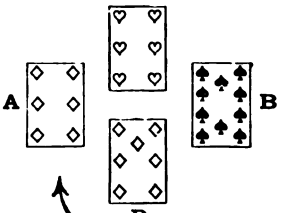
A B 5
C D 3

TRICK 9.



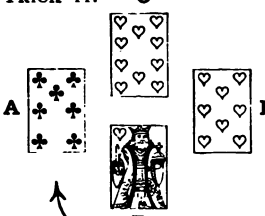
A B 5
C D 4

TRICK 10.



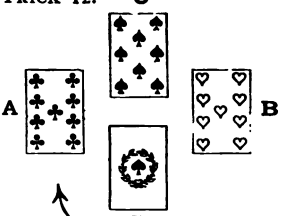
A B 5
C D 5

TRICK 11.



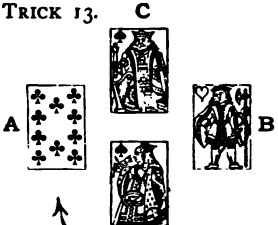
A B 5
C D 6

TRICK 12.



A B 5
C D 7

TRICK 13.



A B 5
C D 8

C D have 2 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

A'S HAND.	C'S HAND.	B'S HAND.
S.	K., 8, 7, 5, 3, 2.	10, 9, 6, 4.
H. A., 3.	10, 6, 5, 4, 2.	Kn., 9, 8, 7.
C. 10, 9, 7, 6, 5, 4.	Qu., 8.	A., k., 3.
D. 9, 6, 5, 3, 2.		A., kn.

REMARKS. — The mistake of one player is the gain of another. A could have safely trumped the spade (Trick 5), and if his trumps were at once drawn, the 9 must make. But he wanted the game, and to get it his partner must take one trick.

HAND 69.

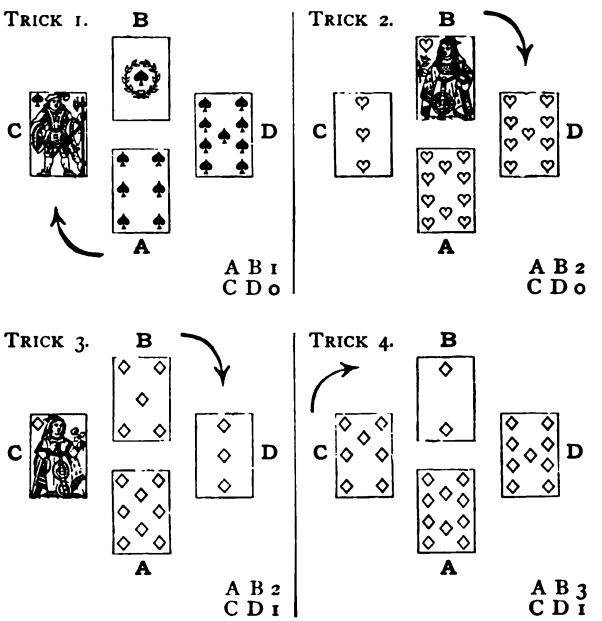
THE coup de sacrifice by De Lisle.

Score, A B, 3; C D, 5. K. d. turned.

A'S HAND.

S. 10, 8, 7, 6, 4, 2.
H. 10.
C. K., 6.
D. A., 10, 8, 6.

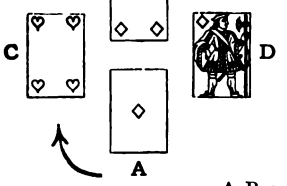
THE PLAY.



The 8 d. was a thoroughly puzzling third-hand play. The inference which D drew was, that A had no more, and must be very long in spades and clubs.

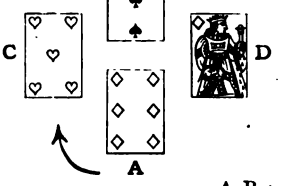
C returns the diamond through the apparently strong up to the apparently weak hand, and, as he believes, to the call of his partner, who has played two 9s.

TRICK 5.



A B 4
C D 1

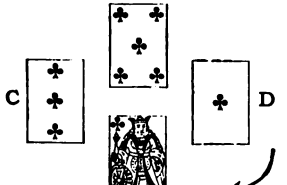
TRICK 6.



A B 4
C D 2

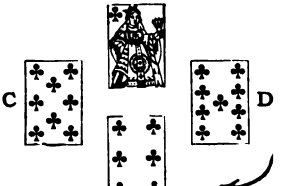
B discards the spade, although his partner's lead, to assure A that, if he can have a heart return, he can make the whole suit.

TRICK 7.



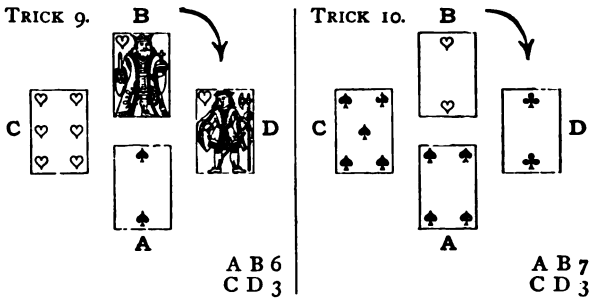
A B 4
C D 3

TRICK 8.



A B 5
C D 3

The k. c. the coup de sacrifice. A cannot give his partner the heart, and B must be led up to in order to make his suit.



Tricks 11, 12, 13. B makes ace, 8, 6 h., and A B have 4 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. K., qu., kn., 5.	A., 3.	9.
H. 6, 5, 4, 3.	A., k., qu., 8, 6, 2.	Kn., 9.
C. 8, 7, 3.	Qu., 5.	A., kn., 10, 9, 4, 2.
D. Qu., 7.	5, 4, 2.	K., kn., 9, 3.

REMARKS. — The play of the 8 d. by De Lisle to throw the lead and obtain a return trump (because, although the trump was led, the two 9s by D would be taken as a call) was very good. D thought himself safe in playing the 9 upon C's lead, for he gave B the ace, 10, 6.

The sacrifice of the k. c. was the play of the hand.

HAND 70.

THE play of the low cards by Kellogg.

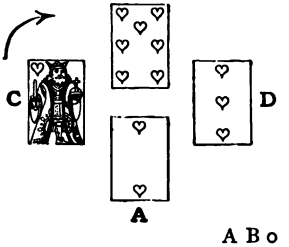
Score, A B, 4; C D, 4. 2 s. turned.

A's HAND.

S. A., 5, 4, 2.
H. 10, 6, 2.
C.
D. A., 6, 5, 4, 3, 2.

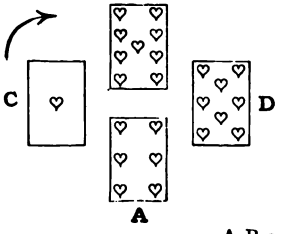
THE PLAY.

TRICK 1.



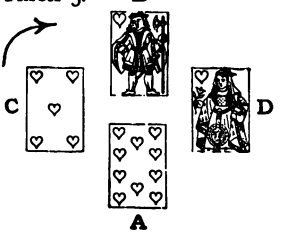
A B 0
C D 1

TRICK 2.



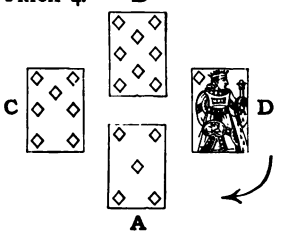
A B 0
C D 2

TRICK 3.



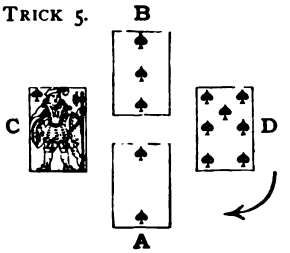
A B 0
C D 3

TRICK 4.



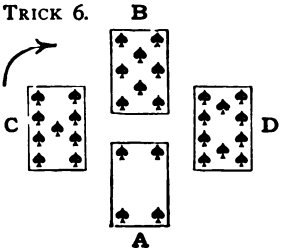
A B 0
C D 4

TRICK 5.



A B 0
C D 5

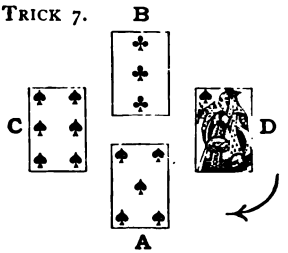
TRICK 6.



A B 0
C D 6

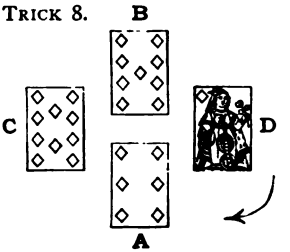
D, seeing that C can get in with ace d., plays the low spade in order to exhaust the trumps, if possible.

TRICK 7.



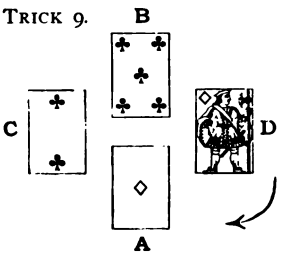
A B 0
C D 7

TRICK 8.



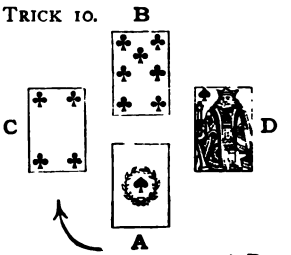
A B 0
C D 8

TRICK 9.

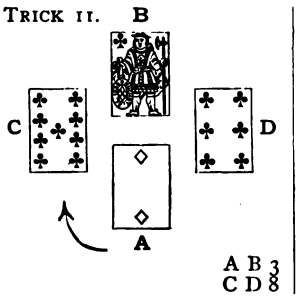


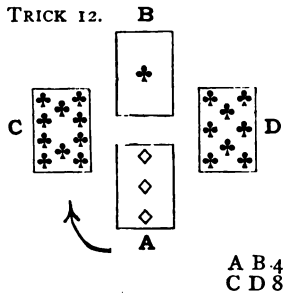
A B 1
C D 8

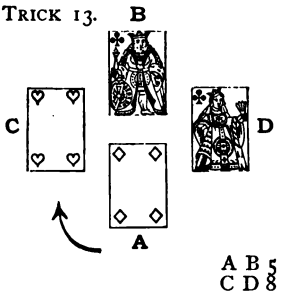
TRICK 10.



A B 2
C D 8







C D have 2 by card, and A B save the game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. Kn., 9, 6.	8, 3.	K., qu., 10, 7.
H. A., k., 5, 4.	Kn., 9, 7.	Qu., 8, 3.
C. 10, 9, 4, 2.	A., k., kn., 7, 5, 3.	Qu., 8, 6.
D. 10, 7.	9, 8.	K., qu., kn.

REMARKS. — Had D, at Trick 5, led k. s., then qu., then 7, if A had passed, C would have played the thirteenth heart, making game; but D chose to keep control of spade suit, that he might again lead the diamond. All that does not militate against the fine play of A, who, with but two tricks in his hand, made five out of it.

HAND 71.

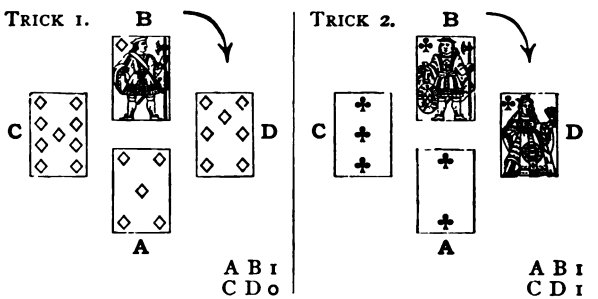
PLAY for the "one trick" by Mackintosh.

Score, A B, 4; C D, 6. 3 h. turned.

A'S HAND.

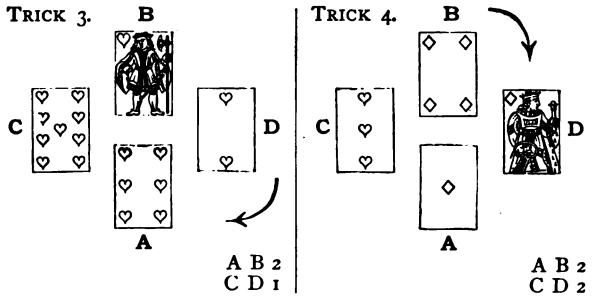
S. 10, 3.
H. K., 10, 6.
C. A., 9, 5, 2.
D. A., qu., 5, 2.

THE PLAY.

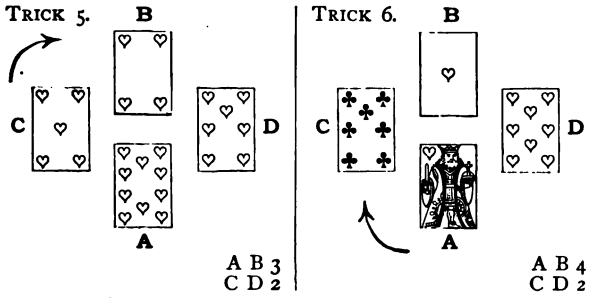


A was not strong enough to call, but began unblocking, and, if his partner thought best to lead a trump, A could assist in the suit.

The kn. c. must be the best of A's short suit. No call was begun.

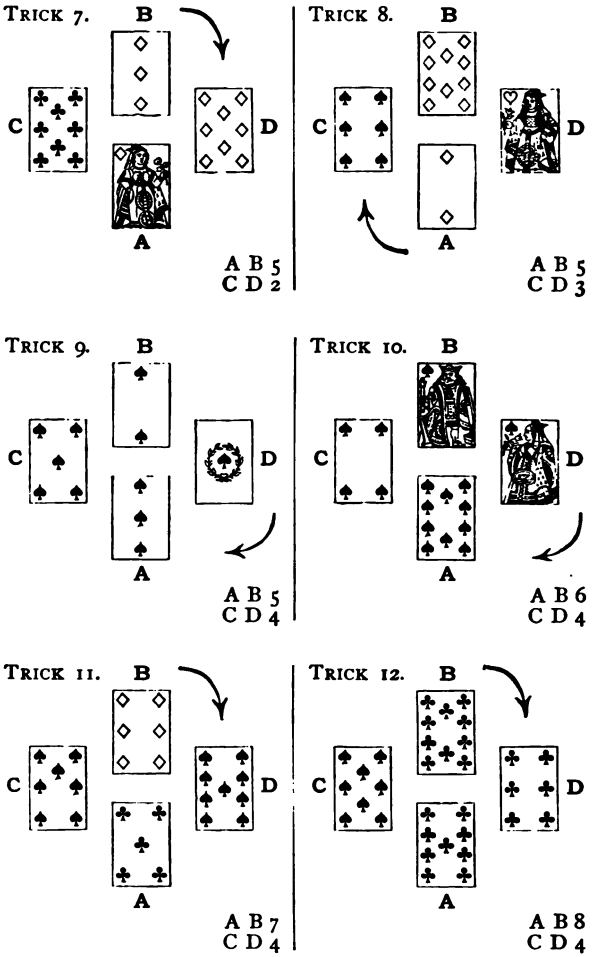


D, holding four trumps, preferred to lead a trump to leading from his tenace.



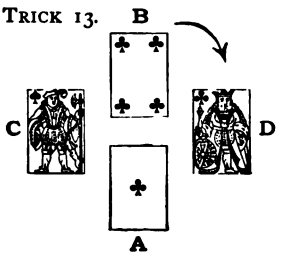
Spades must be the opponent's suit. The long trump is with D. The lead must not be given to C, but forced from D, and B must hold a high spade or the game is lost.

The trumps can and will at once be called down by D. Even if they could be separately made, no good would result. A, therefore, makes virtue of necessity.



The diamond must force a spade or club.

TRICK 13.



A B 9
C D 4

A B have 3 by card and game.

THE HANDS (A'S HAS BEEN GIVEN).

C'S HAND.	B'S HAND.	D'S HAND.
S. Kn., 8, 7, 6, 5, 4.	K., 2.	A., qu., 9.
H. 9, 5, 3.	A., kn., 4.	Qu., 8, 7, 2.
C. 8, 7, 3.	Kn., 10, 4.	K., qu., 6.
D. 9.	Kn., 10, 6, 4, 3.	K., 8, 7.

REMARKS. — The original lead of kn. at head of sequence is better play than the fourth best. Had the 4 been led, A must have taken and D could have saved the game. As soon as the first trick was declared, A began his splendid play for the fifth.

HAND 72.

READING the cards, by Mackintosh.

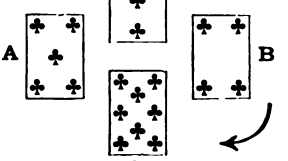
Score, A B, 3; C D, 3. 9 h. turned.

D'S HAND.

S. K., 8, 7, 2.
H. A.
C. A., k., 9, 8, 6.
D. A., qu., 3.

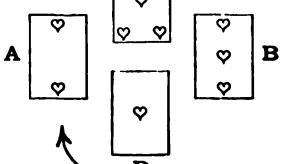
THE PLAY.

TRICK 1.



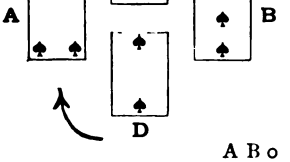
A B 0
C D 1

TRICK 2.



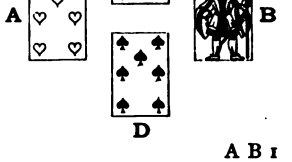
A B 0
C D 2

TRICK 3.

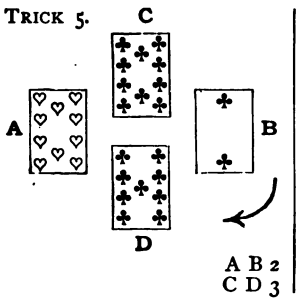


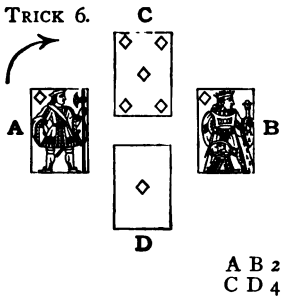
A B 0
C D 3

TRICK 4.

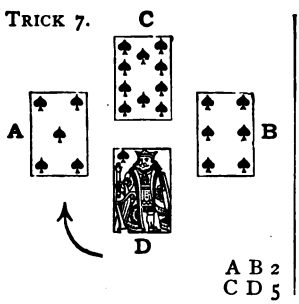


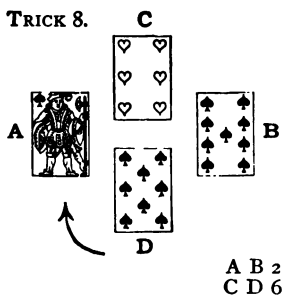
A B 1
C D 3



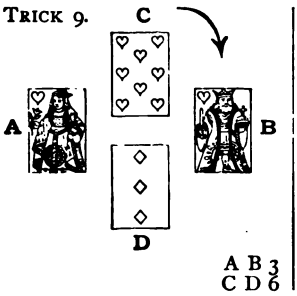


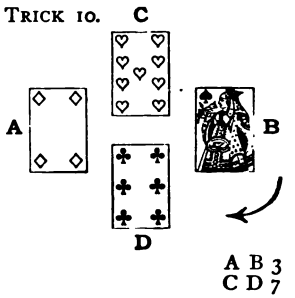
D now reads three trumps, three diamonds, and a spade with C, and plays at once for the game.

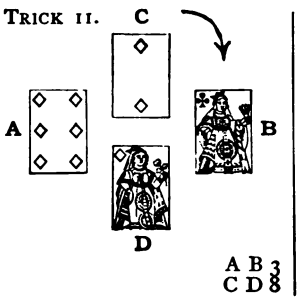


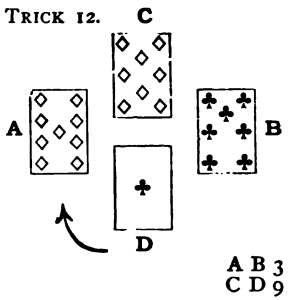


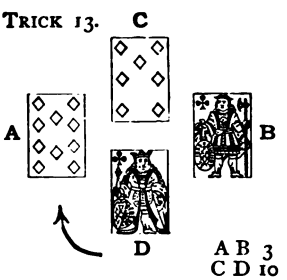
The 8 s. to force, that trumps may be played to bring the honours together.











C D have 4 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

A'S HAND.	C'S HAND.	B'S HAND.
S. Kn., 5, 4.	A., 10.	Qu., 9, 6, 3.
H. Qu., 10, 7, 2.	9, 8, 6, 5, 4.	K., kn., 3.
C. 5.	10, 3.	Qu., kn., 7, 4, 2.
D. Kn., 10, 9, 6, 4.	8, 7, 5, 2.	K.

REMARKS. — At Trick 7, D's inference that C had no more spades and not an honour, and that honours were divided, induced his play for the game. Of course the trumps must be prevented from taking separately, or the game was lost.

Trick 11. B should have led qu. c. originally.

HAND 73.

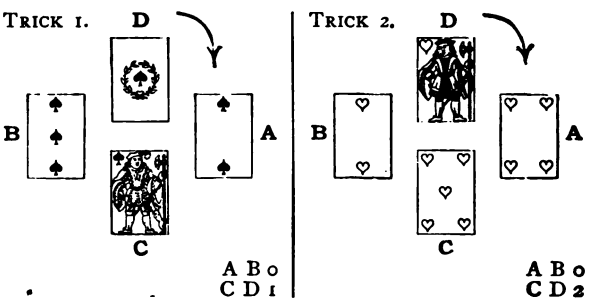
DESCHAPELLES coup by De Lisle.

Score, A B, 6; C D, 3. 2 h. turned.

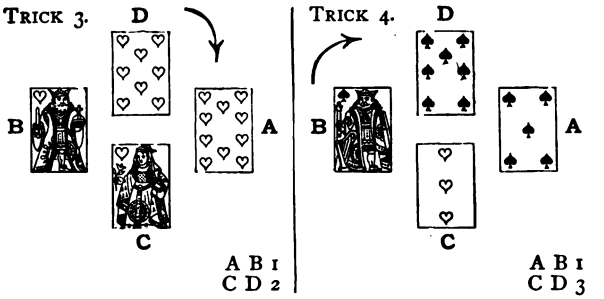
C's HAND.

S. Kn.
H. A., qu., 5, 3.
C. K., qu., 6.
D. K., 10, 7, 5, 4.

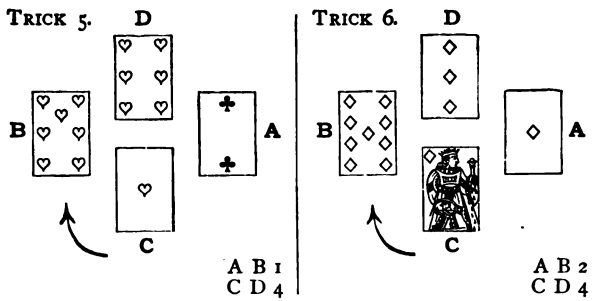
THE PLAY.



B declines to take the kn.

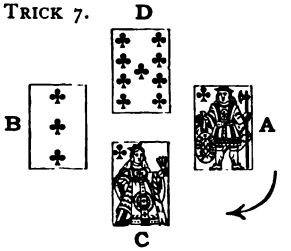


B threw k. s., hoping to bring qu. or perhaps 10 from C, if not, to force a trump. Had he led 8 c., D would have taken with ace and continued trump lead.



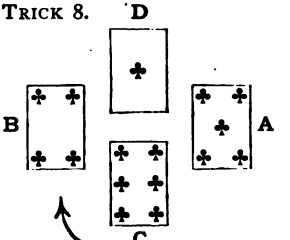
C now plays the Deschapelles coup for the game, if he finds his partner with ace or qu. d.

TRICK 7.



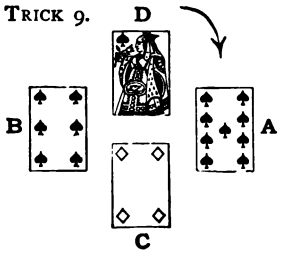
A B 2
C D 5

TRICK 8.



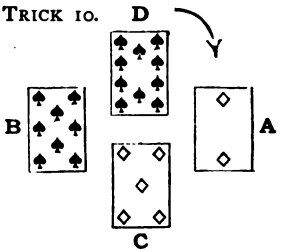
A B 2
C D 6

TRICK 9.



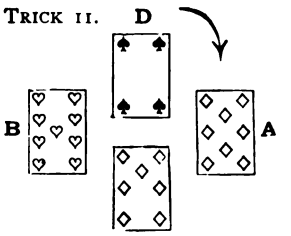
A B 2
C D 7

TRICK 10.



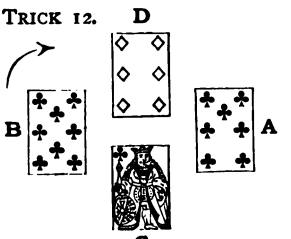
A B 2
C D 8

TRICK 11.



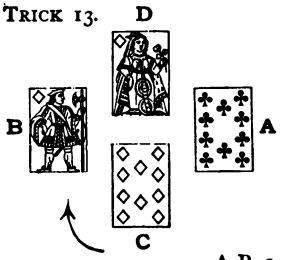
A B 3
C D 8

TRICK 12.



A B 3
C D 9

TRICK 13.



A B 3
C D 10

C D have 4 by card and game.

THE HANDS (C'S HAS BEEN GIVEN).

	B'S HAND.	D'S HAND.	A'S HAND.
S.	K., 8, 6, 3.	A., qu., 10, 7, 4.	9, 5, 2.
H.	K., 9, 7, 2.	Kn., 8, 6.	10, 4.
C.	8, 4, 3.	A., 9.	Kn., 10, 7, 5, 2.
D.	Kn., 9.	Qu., 6, 3.	A., 8, 2.

REMARKS. — If, at Trick 6, C had led the 5 d., and, on underplay return of the suit, had not played the k., he could not have made the game. If A had not taken the k., C would have followed with the 5. If B played k. s., Trick 4, the game was made by the ace trump lead, but the play of the Deschapelles coup was the prettiest way of making it.

HAND 74.

PLAY for the game by Ballantyne.

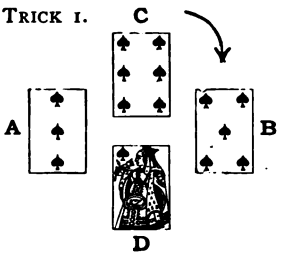
Score, A B, 6; C D, 4. 9 c. turned.

D's HAND.

S. A., qu., kn.
H. Qu., kn., 10, 4.
C. A., qu., 10, 8, 4.
D. A.

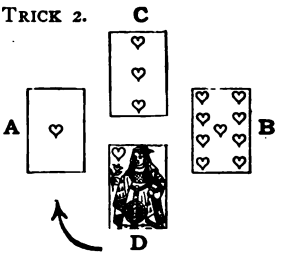
THE PLAY.

TRICK 1.



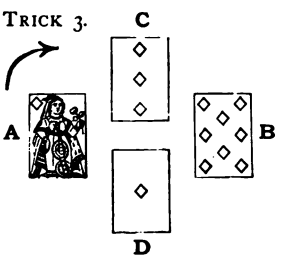
A B 0
C D 1

TRICK 2.



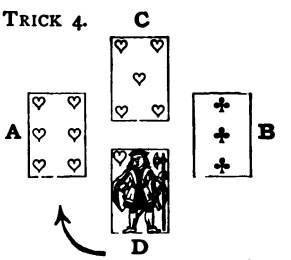
A B 1
C D 1

TRICK 3.

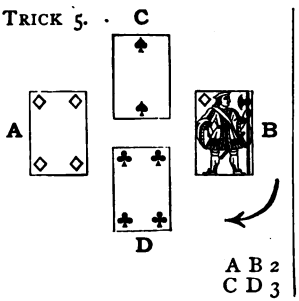


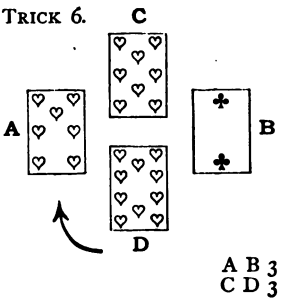
A B 1
C D 2

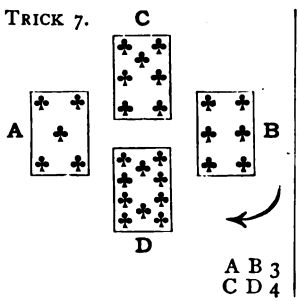
TRICK 4.

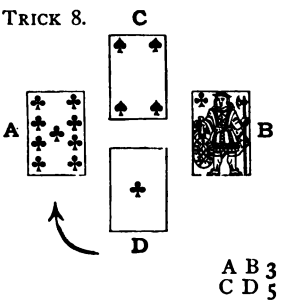


A B 2
C D 2





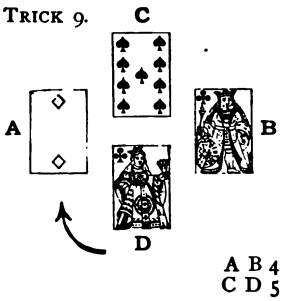


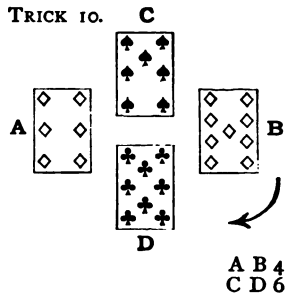


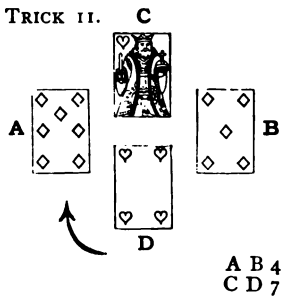
B is in a quandary. If he plays a diamond, one of his opponents will discard the other trump. The spade is the adversary's suit.

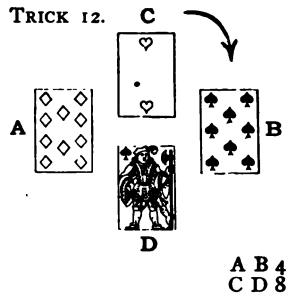
D plays 10 c. because the 9 was turned.

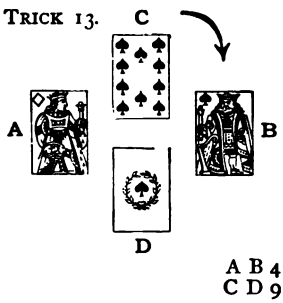
D plays for the game. B has shown five trumps originally; the 9 is on D's left; the k. h. is proclaimed with his partner, and the spade suit must make.











C D have 3 by card and game.

THE HANDS (D'S HAS BEEN GIVEN).

	A'S HAND.	C'S HAND.	B'S HAND.
S.	3.	10, 9, 7, 6, 4, 2.	K., 8, 5.
H.	A., 7, 6.	K., 8, 5, 3, 2.	9.
C.	9, 5.	7.	K., kn., 6, 3, 2.
D.	K., qu., 10, 7, 6, 4, 2.	3.	Kn., 9, 8, 5.

REMARKS. — This hand is illustrative of Ballantyne's objective play. From the fall of the cards he gave his partner five spades at least; as he himself held five trumps, he did not think any one was calling. Playing back the ace to clear the suit might be dangerous. His own suit had best be cleared. With his hand, not more than three tricks in spades could be taken by himself and partner. The fall of the hearts at Trick 2 was satisfactory, and at Trick 4 he saw that C had control. At Trick 7 he saw the won game.

HAND 75.

GRAND coup by Lemoyne.

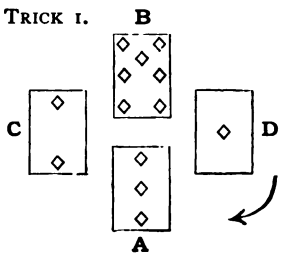
Score, A B, 5; C D, 5. 7 c. turned.

A'S HAND.

S. K., 3.
H. K., 4, 2.
C. A., kn., 6, 4, 2.
D. 6, 4, 3.

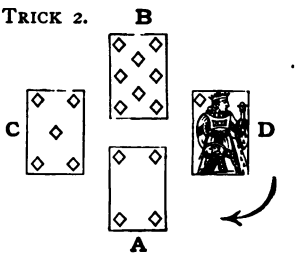
THE PLAY.

TRICK 1.



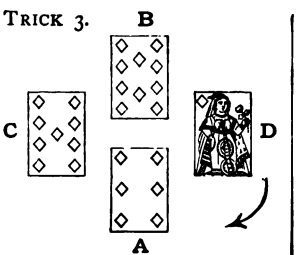
A B o
C D 1

TRICK 2.



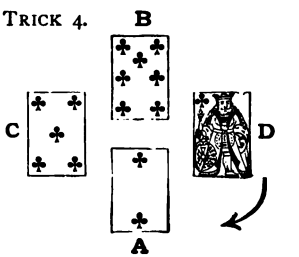
A B o
C D 2

TRICK 3.



A B o
C D 3

TRICK 4.



A B o
C D 4